PLAYSTATION 2 MAGAZINE

PSM2

PLAYING PS2 LONGER, HARDER, FASTER

PS3: FIRST DETAILS!
IT'S AMAZING!
IT'S INSIDE!

HITMAN: CONTRACTS
HUGE REVIEW + OFFICIAL GUIDE!

IT'S OVER THE TOP!

BURNOUT 3

WORLD-SHATTERING FIRST PLAYTEST!

DRAKENGARD

EXCLUSIVE! Dragons! Swords! Certain death! DON'T MISS THIS!

REVIEWED!

- Singstar
- Hitman: Contracts
- Red Dead Revolver
- Van Helsing
- Final Fantasy XI
- Transformers
- And loads more!

METAL GEAR SOLID 3

WARNING! SPOILERS!
PSM2 spills every secret!

VAN HELSING

FIRST REVIEW + MASSIVE COMPETITION

future publishing
Media with passion
JUNE 2004
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gamesradar.com

THE FEAR,
THE VIOLENCE,
THE HORROR...

The Suffering captures the disturbing and terrifying nature of the horror genre in a compelling third person action horror game set in the mature and gritty world of a maximum-security prison.

"The best horror game ever made?" - 86%
PSM2

"Looks set to be the scariest game of 2004"
C&VG

"You won't sleep once you've played it"
Anticipation Rating: 9
P2 Mag

PC CD | XBOX | PlayStation.2

THESUFFERING.MIDWAY.COM

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THE SUFFERING™
PRISON IS HELL
MIDWAY

PLAY FOOTBALL FOR FUN AGAIN
THIS - IS - FOOTBALL / 2004
THIS IS EVERYTHING WE LOVE ABOUT FOOTBALL. HAVING A KICKABOUT WITH YOUR MATES, UP TO 4 ON 4 ONLINE, IN THE WORLD'S BEST LEAGUES, WITH THE LATEST LINE-UPS AND MANAGEMENT TACTICS. IT'S THE COMPLETE FOOTBALL GAME, JUMPERS NOT INCLUDED.
PlayStation 2
WITH NETWORK PLAY
PUMA
3+
fun,
anyone?
PlayStation 2

Welcome to

**YOU ARE READING THE LATEST ISSUE OF PSM2.
ONCE AGAIN IT IS THE GREATEST MAGAZINE EVER!**

Attention, developers: we know you're reading. And we know you. That time with the white sofa and the Drambuie? Oh, yes, we won't forget that in a hurry. Those photos from that bar with the 'funny' toilet? Yes, yes, they're safely under lock and key. And we've got some... well, let's call them requests. Demands is such an ugly word, no? Yes. So anyway: those demands.

Sony London – let's have a bit less wall-leaning and wheezing, a bit more slick gangster action and explorable buildings for the *Getaway 2*.

Activision – sort that hand-to-hand fighting system out for *True Crime 2*, will you? And Reflections – you're the closest to the finish line with *Driv3r*, so blackmail might not work, but we're really hoping you've got the gameplay as sorted as you've got those crumpled wing mirrors. Otherwise – well, let's just say Tanner might not be the only one with fully deformable rear bumpers.

And then there's Rockstar. Ohhh, Rockstar. Don't think you've got away with it, just because everyone loves *Vice City*. Put 50 Cent in *San Andreas* as a character/tunesmith, or we'll want to know why.

Who are we? Ah, just think of us as interested parties. You don't need to know our nam... what? Jeez, Milf, you mean there's a picture of us across the page? Holy frikkin' shi... <click>.

ONLY PSM2 BRINGS YOU...

Accelerator:

- Always first with the biggest games
- More great new games than any other magazine
- The latest scoops, gossip and rumours that others dare not print
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo challenges – the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voiceover
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...
- PSM2 – playing PS2 longer, harder, faster. Still.

ELECTRONIC ARTS GOLDENEYE
MAJOR RETHINK RUMOURED! SEE PAGE 18

Conte

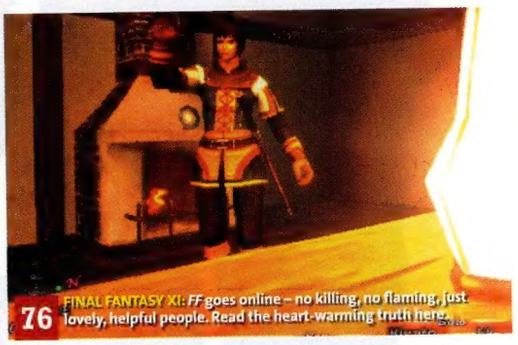
PlayStation 3 PS3 14

PS3!
It's coming! Read all about it! Sony head honcho (accidentally) spills the beans RIGHT HERE! The truth is even better than you imagined...

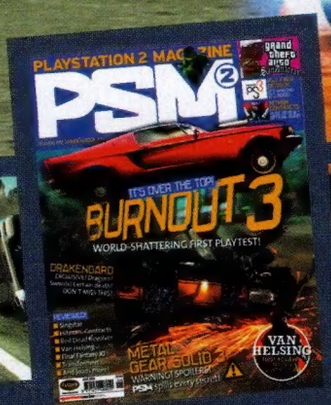
DVD MOVIE REVIEWS
All the latest flicks rated, including Return Of The King and the definitive zombie marathon! Braaains...

DRAKENGARD
PSM2 goes to the land of sake and sumo to see this dragon-based action RPG. Get the full fire-breathing skinny right here!

You want more?!
How about Psi Ops (page 36) and Driv3r (page 34), PLUS a shedload of tips for Street Fighter 2 (page 98) and a massive telly (page 201)!



"YOU RIDE IN AN AIRSHIP AND GENERALLY REEK OF OPULENCE"



WORLD EXCLUSIVE!

BURNOUT 3

Faster! Shinier! More smash-filled than ever!
Is this the best driving game ever made?

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THIS MONTH IN

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.

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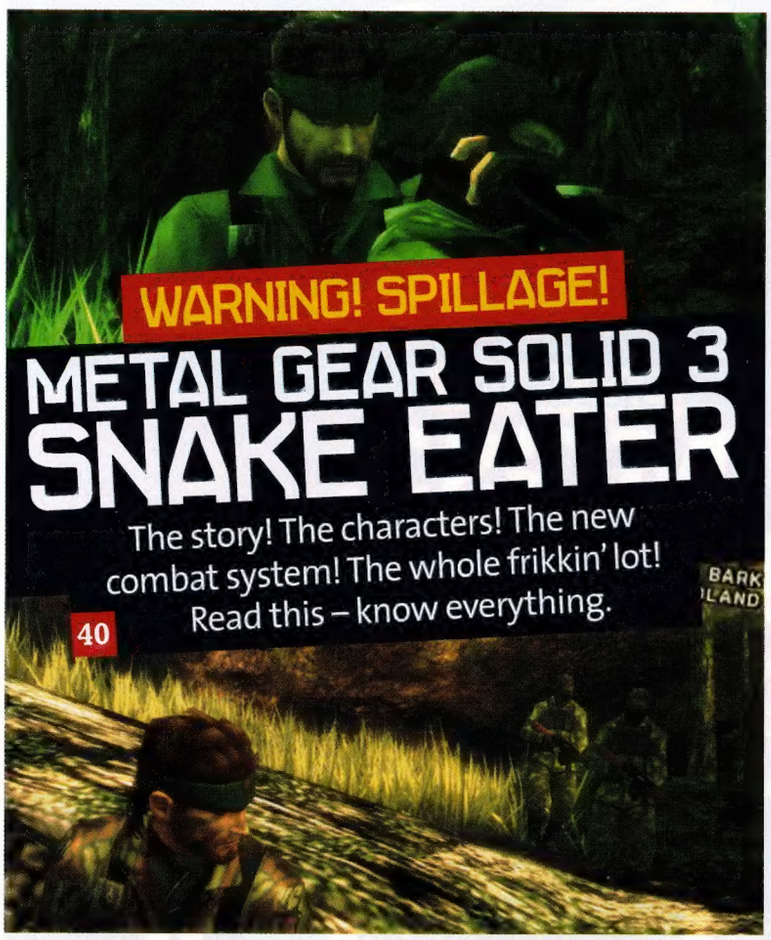
OVER 2HRS OF PRIME TIME PS2!

TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

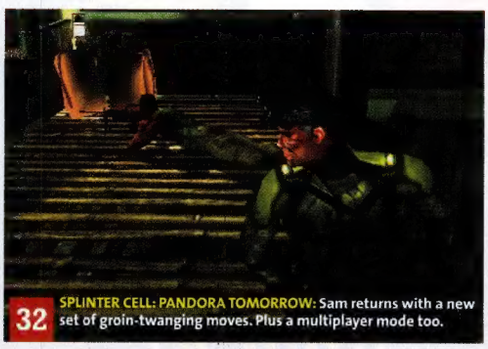


WARNING! SPILLAGE!

METAL GEAR SOLID 3 SNAKE EATER

The story! The characters! The new combat system! The whole frikkin' lot! Read this – know everything.

40



32 SPLINTER CELL: PANDORA TOMORROW: Sam returns with a new set of groin-twanging moves. Plus a multiplayer mode too.

68 RED DEAD REVOLVER: Six-guns get sexy in Rockstar's latest. See the west get really wild in our unforgiving review.

REVIEWED! P48

HITMAN: CONTRACTS

Baldy's latest gets reviewed to death and tipped to crikey. Check out pages 48 and 92!

52 VAN HELSING: It's *DMC* in a hat! Only better! Sort of.

YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 100

48 UEFA EURO 2004: Get the summer madness started early with EA's kickabout.

PSM2 - THE WORLD'S GREATEST PS2 MAG!

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Written by gamers for gamers. We've played every game we preview. And that's a promise.

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You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

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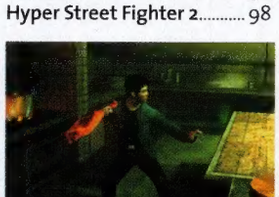


On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

EXCLUSIVE!

MGS3: SNAKE EATER

Just how does all that camouflage stuff work? Find out in our massive Snake Eater blowout!

PLUS

FINAL FANTASY XI

Exclusive gameplay and massive intro movie from Square's online epic.

HEADHUNTER: REDEMPTION

For Jack's sake! Sega's beardy bounty hunter returns. See the first in-game action.

KILLER 7

Brand new trailer of *Resi Evil* creator's blood-splattered new project. Get. In.

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from. Choose the section you want by highlighting it in orange and hitting ⊗. If you want to return to the Main Menu at any time while watching just press △.

QUICK TIP

Orange text is the section you've chosen. Blue text is what you're about to choose!

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

■ Section Menu: Move over to the menu on the left to choose a different area with up and down.

■ Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.

■ Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

QUICK TIP

If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

CONTROLS

Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:

THIS MONTH ON PSM2 DVD THE

PSM2 THE PSM2 DVD

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros.
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Pro Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 100)
- We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot .
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DON'T MISS IT!!

IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

1) MGS3: SNAKE EATER Head to Accelerator

2) SILENT HILL 4: THE ROOM Head to Coming Soon

3) DEF JAM VENDETTA 2 Head to Accelerator

WHACK! DEF JAM VENDETTA 2

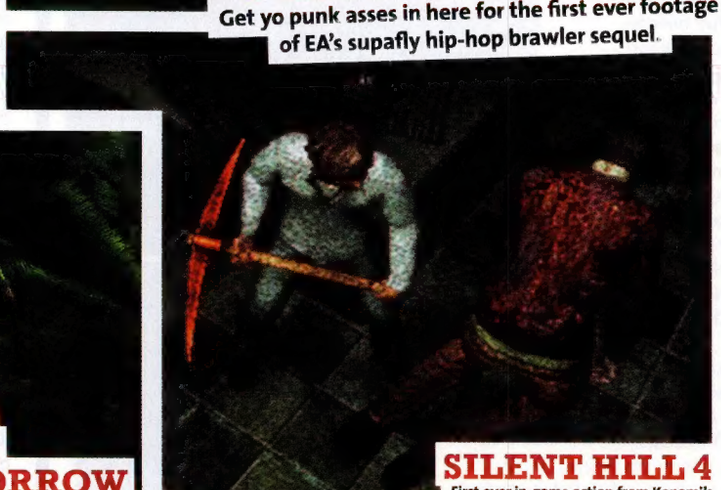
Get yo punk asses in here for the first ever footage of EA's supafly hip-hop brawler sequel.

JAK 3

The trailer for the new *Jak* game is hilarious.

SPLINTER CELL: PANDORA TOMORROW

Stealthy in-game action from Sam Fisher's return to PS2. Don't let it escape!



SILENT HILL 4

First ever in-game action from Konami's dirtiest survival horror yet. Spare pants required.

WORLD'S BEST PLAYSTATION 2 DISC!

EXTRAS

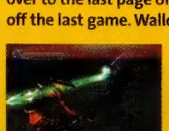
■ Want some more? Here's where it's at:

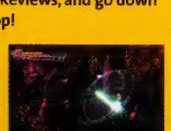
Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.
Random Factor: Can't be arsed to actually decide what it is you want to watch? Simple, click here and let the disc magically choose something for you to watch.
Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

Last month's secret footage was a sneaky behind-the-scenes peek at Capcom's ace Samurai slasher *Onimusha 3*. To find it, head over to the last page of Reviews, and go down off the last game. Wallop!





ACCELERATOR

■ All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

MGS: SNAKE EATER

- FINAL FANTASY XI INTRO
- KILLER 7
- DEATH JR
- DARK SECTOR
- DEF JAM VENDETTA 2
- JAK 3
- RATCHET 3
- SPLINTER CELL: PANDORA TOMORROW
- DRIVER 3 INTERVIEWS AND TRAILERS

COMING SOON

■ The place to see exclusive footage from all the hot games of the future.

FINAL FANTASY XI

- FAHRENHEIT
- RED NINJA
- VAN HELSING
- SEVEN SAMURAI 20XX
- HEADHUNTER: REDEMPTION
- SILENT HILL 4: THE ROOM
- SAMURAI JACK
- FLAT OUT
- DRAKENGARD

REVIEWS

■ Reviews for every new PS2 game. Complete with commentary from the PSM2 team.

ONIMUSHA 3

- FIGHT NIGHT 2004
- BAD BOYS 2
- WORLD CHAMPIONSHIP RUGBY
- PACIFIC THEATRE OF OPERATIONS 4
- ROMANCE OF THE THREE KINGDOMS 8
- POOL PARADISE
- FALLOUT: BROTHERHOOD OF STEEL
- MTX MOTOTRAX
- WORLD WAR ZERO: IRON STORM
- THE SUFFERING
- DISGAEA: HOUR OF DARKNESS

PS2 TIPS

■ Footage of expert PS2 players in action. Watch and learn. See the Ultra Dojo on page 100 for more.

SSX3

- PES3 GOALS
- FINAL FANTASY X BLITZBALL
- LORD OF THE RINGS: ROTK

EXTRAS

■ Special features and extra bonus footage. Plus a hidden secret... can you find it?

- SHOWREEL
- RANDOM FACTOR

QUOTE OF THE MONTH: "MY FAMILY WOULD BE COOLER IF I COULD HAVE A SAMURAI SWORD TOO"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

READER'S REQUEST:

"KISS JENNIFER ANISTON AND WATCH BRAD PITT CRY AND PISS HIMSELF TO DEATH."

► **Dear PSM2,**

The Sims: Bustin' Out? It must be the crappest game ever! I was so bored after twenty minutes I was considering watching the news! Then, when thinking about watching Trevor McDumbass another thought came to my head (by now my head was hurting, I don't normally think this much) – what would be the best *Sims* game ever?

Then it came to me like hot shit off a shovel... celebrities! Everybody hates them, so imagine the endless possibilities of doing *The Sims: Celeb*! Here are just three:

– Nick Pierce Brosnan's car and go speeding on the motorway so he gets a hefty fine.

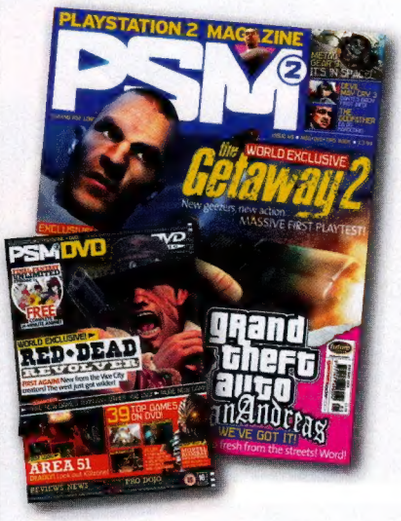
– Snog Jennifer Aniston and watch Brad Pitt cry and piss himself to death.

– Punch Hugh Grant in the plums.

Also, one of the moves while talking to Posh and/or Becks should be 'set on fire'. Plus the camera technology from *THUG* could be in it, to get the extra satisfaction of seeing Granty-boy fall in pain! Mwahaha! Share my wisdom, so that we can give EA the kick in the ass it deserves!

Ricky Lee Williams, Llangefni

It's a good idea, but you're probably aiming a bit too high. No genuine celebrity's going to let you control their lives – you've got to go for the Z-listers. Think Lou Diamond Phillips asking Roger De Courcey to pull his finger, Jonathan Wilkes struggling to fix the telly, or Rebecca De Mornay going for a pixelly shower. We do – all the time...



SCRUM BANDITS

► Dear PSM2,

I recently decided to purchase a copy of *World Championship Rugby* by Acclaim. As usual I picked up your magazine from my local town on the day of its release and read with interest your review to discover the following points. "The official game of the world cup holders stinks" and "It's worse than Rugby 2004". When I opened my Amazon box the following morning I was still not dejected by your review as, to be honest, the PS2 world isn't exactly filled with loads of Rugby games but to my surprise I quickly found my eyes focusing on the following statement written on the cover of the game "The best Rugby game ever" – PSM2.

Well, I just hope they paid you guys lots of money to put this on the front of the game. Or are you about to speak to some legal people to gain some compensation?

Andrew Johnson, via email

Sadly, we're not fanning ourselves with tenners but you're dead right – we've been stiched up. Occasionally publishers take quotes totally out of context from first-look news stories (like, say, '...it claims it's going to be the best rugby game ever') and slap them on the box. We're absolutely furious so – to set the record straight – let us reiterrate that *World Championship Rugby* is arse.

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Or something. Keep 'em coming!

HIDEY-HO!

Build your own hideout.

Robert Balmer, email

Oh, we're building it...

SHENG LONG

In *Street Fighter*, who or what were Gouken and Sheng Long?

Matt Smith, email

Gouken was Ryu and Ken's master. Sheng Long was another name for the Dragon Punch. Or possibly Ryu's master. Erm...

SPEAK TO THE TEAM MAY 21ST

JAK YOUR BODY: Fancy this long-eared lovely, do you? Then there's something seriously wrong with you.

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday May 21st, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"MY BEST PUTT IS 182,600 FEET – THAT'S NEARLY 35 MILES!"

CHARTY FARTY

►Dear PSM2,

I love charts. Don't you? I'll tell you why. It basically confirms that people are mental. *Jak 2* and *Onimusha 2* – who has bought these? All you people want are games that are cool, have blood, last ages and have a real, living world in them. Yet you all buy *Terminator 3: Rise of the Turd*. Even the film was arse. When I gave Magoichi a silver ring and he called me his brother: wow, it was like family, except my family would be cooler if I could have a samurai sword too. Anyways, *Jak 2* even has disturbingly sexy long-eared residents, far sexier than the all new, all constipated Lara. Please buy these games. They are better than eating a chocolate sandwich made with fried bread.

Adam Bowes, via email

We agree about the '*Musha* – life would be miles better if people helped you in fights after you gave them presents. Not sure about the ear-fetish, mind...

FANTASY-TASTIC!

►Dear PSM2,

In response to Joseph Murdock's letter last month about *Final Fantasy X* being childish. Well, you know the second word of the title is FANTASY! The Oxford dictionary states 'fantasy' as 'when unrelated to reality', therefore not real. It could be called *Final Battle* or *Final Fight* if it was going to be just boring weapons all the way through. Who really cares if it's childish – that is really what the game is about!

Adam Justice, Southhampton

Great name, Adam. Ever thought about becoming a super hero?

SMELL THE GLOVE

►Dear PSM2,

How about a game where you could make your own band? You could get famous and spend all your money on fast cars and mansions. You could go on tours and if you mess it up it would be all over the papers. You also could create the people in your band in different costumes, e.g. Angus Young from AC/DC wearing a schoolboy outfit.

Robert Balmer, email

Anybody remember *Rock Star Ate My Hamster*? Sweet Jesus.

TIGER WHOOPS

►Dear PSM2,

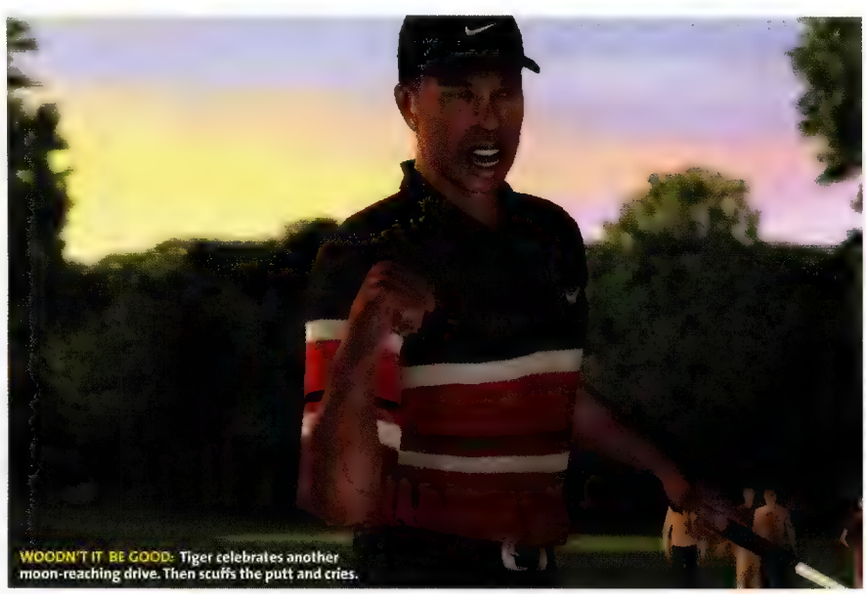
I've surpassed myself over the weekend in spectacular fashion! Having achieved everything possible with *Tiger Woods 2003*, I eagerly launched into the 2004 edition. Disappointingly, the Hall of Fame is not available, but I still intended to complete everything. However, the game seems to have a bug which is stopping me in my goal. The problem is that when I rack up a new Skillzone record score in say Target at The Players Club and save it, I'll come back a few days later and find I'm not even listed. However, I'm then shown with an all-time record drive or putt that is quite ridiculous. Sadly I cannot claim the credit for my all-time record best drive which is listed as 75,900 yds (that's 43 miles!) and my best putt is 182,600 ft (that's nearly 35 miles!). My best guess is that the Skillzone scores are translated into huge drive and putt distances.

Worse still is that when I emailed Electronic Arts about the problem, I received an automated reply saying that if I was finding their game tricky I should check out some hardcore gamer forums and it was not the fault of their game.

Surely a company the size of EA can manage better customer service than those I received?

Will Masters, via email

You'd think so, wouldn't you? Considering that you've discovered that their game is broken.



WOODN'T IT BE GOOD: Tiger celebrates another moon-reaching drive. Then scuffs the putt and cries.

KICK IT

Pro Evo 4 would be much better if you could step over the ball or lay the ball off in set pieces.

Ian Dodd, Chester

We agree.

RAGE

Thanks for letting me release my anger at some stupid little person who I have never met

Jegan, email

No problem.

DEPRESSED

I've just completed *Kingdom Hearts* and I'm feeling really bloody depressed. I need some assurance from you guys that there WILL be a happy frikkin' ending in part two. PLEASE!

Adam Watson, email

Sorry – but it will feature Mickey in a trenchcoat! How happy is that?

SNAPPER

You should be able to catch a crocodile using the old rub-the-belly trick.

Drew Woznick, email

Isn't that with trout?

STRAPPED

If the main character does not fasten his seatbelt you should be shot out the front window if you brake hard.

Paul Skelly, email

We've been saying that for ages.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

UB UP, FATTY: Obese Goteriks – just one of the many characters in *DBZ2* who isn't gay. He-looooo, ladies.

"DOESN'T KAORI LOOK CUTE IN HER BUTTERFLY WINGS?"

SNUFF 'N' NONSENSE

►Dear PSM2,

To start off, love your mag! It's great and normally the reviews are spot on. But with your review on *Manhunt*, my God, you were about as accurate as the Americans in Iraq. It's rubbish! All you do is hide in the shadows knock on the walls and when they get near you hold ⊗. Sooooo repetitive. I got to the Rescue the Family level (how sweet), got bored and traded it in. What made it even worse was that bloody director trying to be bloody funny and sarcastic.

Tom Mauchline, via email

We know what you mean. We got to the third sentence of your letter and got so bored we nearly... no, only joking. Jesus frikkin' Christ! You got to level four! Out of twenty! There's a tranq gun in the zoo! You get proper guns in the *next level!* Honestly. What is the matter with you?

ZARBON DATING

►Dear PSM2,

My two mates (Tez and Gaffney) were laughing at me the other day because my favourite character from *Dragonball Z Budokai* is Zarbon – and he's gay. I personally believe there is nothing wrong with this, but he's not in *Budokai 2*. Is this because he is gay? Or am I just being stupid? Which brings me to my next point. There is a distinct lack of gay people in games these days, and if there is a gay person in any game they tend to be crappy little characters that are insecure and get walked all over by the "cool straight guys". I know this all sounds quite trivial, but at the end of the day a few gay main characters could add some more diversity to the PS2's games.

Adam C, via email

Shame on you, Tez and Gaffney. We can't actually remember Zarbon talking about being gay, but he's probably not in *Budokai 2* because he's not very good. And anyway, what about Paul Phoenix? Or Zangief? Or the Fear Effect girls? They're all gay and we love them. Especially the lesbians.

NUT CUTLET

►To my comrades at PSM2!

Go communism, we need more violence in games! Doesn't Kaori look cute in her butterfly wings? Ever wondered what it would be like to get shot? *Killer 7* looks great, though my sister hates cell shading! I own two swords!

Keep up the spiffing work.

Jack Russell, via email

All hail the (heavily edited) Most Mental Letter Of The Month. More please.

►ASK THE PSM2 ROBO-MIND

Technical question? Don't show any weakness to the robo-mind...

INSTANT REPLAY

►Dear Robo-mind,

I decided to buy one of those Action Replay cheat disc things. But when I loaded it I got one of those "disc read error" messages. The guy at my place of purchase said that there was a problem with "older PS2 machines" and suggested that I ring Sony.

When I phoned Sony the girl said that there was no such problem – but when I mentioned Action Replay she shrieked and said that using it "invalidates the warranty" and that it can damage the workings of the PS2 – as bad as "getting it chipped". I actually took the disc back for a refund – as suggested by her!

Now, is what she said correct? Can using Action Replay or Exploder discs damage the internal machinery of my PS2? Or is Sony telling porkies because these discs are not endorsed by the giant that is SCEE?

Yours, cheatless,

Gerard Carton, email

Possibly the last one – it sounds like the girl you talked to was a) lying b) Mental, or c) Both.

PORTA-POTTY

►Dear PSM2,

Let's get this straight once and for all – am I going to be able to play PS2 games on my PSP?

Lewis Kennedy, Slough

MEMORY LOSS?

►Dear PSM2,

I've got a Sony memory card and it's suddenly corrupting all my data. About six blocks are taken up with broken data that I can't delete. How's this happened? Am I going to have to buy a new memory card?

Ricky Chaplin, Portsmouth

that you reset or switched off the machine

MIC MECHANICS

►Dear PSM2,

I'm really looking forward to singing my little lungs out on one of the new karaoke games coming out – either *Karaoke Stage* or *Singstar*. Will I be able to use my SOCOM headset with them, or will it fail to recognise the differences in pitch?

Johnny Format, West Bromwich

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PLAYSTATION 2 MAGAZINE

PSM2

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JUNE 2004

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PlayStation.2

RUMOUR OF THE MONTH: LUCASARTS TO FINALLY MAKE A DARTH VADER GAME? SEE PAGE 18!

Acce

16 GTA: SAN ANDREAS

We expose the red hot scripts from the new *GTA*. Rockstar didn't want you to see them. But the truth CAN NOT be hidden from PSM2.

17 KILLZONE

All the latest on this year's flaming hot first-person shooter, including the drafting in of Hollywood stars and their build your own website kit.

18 DEF JAM VENDETTA 2

Last year's surprise hit returns to show y'all who's boss of the hood. Expect hip hop attitude with a capital 'A' and dirty fighting.

You want more?! OK, what about the latest on **Viewtiful Joe** (16), **Colin McRae 5** (16), **Nina** (17), **Red Ninja** (18). PLUS loads more on **Outrun 2** (17) and **Golden Eye 2** (18).

"SONY'S OWN DAVID REEVES TOLD ALL IN AN INTERVIEW WITH THEIR OWN WEBSITE"

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PS3 REVEALED!

SONY BOSS GOES A BIT MENTAL – SPILLS BEANS

And not just about PlayStation 3 either. We've got news about PSP and PSX too. PLUS see the first PSP and PS3 games too!

After months of speculation, PSM2 can finally reveal the first rock-solid, definite, totally true details about PS3. How do we know this? Ceiling-dangling espionage? Ouija board dabbling? No – Sony's own SCEE President and Chief Operating Officer David Reeves told all in an interview with their own website. The interview itself was swiftly yanked and Reeves (presumably) got a wrist-slapping, but not before we'd copped the lot.

The highlight of his talk was the revelation that PS3 may come in multiple forms. He mentioned a "home server" version with "all-singing, all-dancing features and a hard-disk drive" for the home entertainment connoisseur and "the other is for someone who can't afford whatever it might be, 600 or 700 euros (£400-£450) and just wants to pay 200 euros (£130) for a new-generation games machine." Got that? At least two different versions – one massively cheap.

The PS3 is based around Sony's new CELL chip and it seems they're not shy about putting this into a range of devices. Our far-fetched prediction that PS3 functionality would be built into TVs, washing machines, fridges and other household appliances in PSM2#32 may have some truth in it after all.

He also confirmed rumours that a smaller, sleeker, cheaper "little bit sexier" PStwo will be revealed at the E3 show on May 12th 2004 featuring mainly "cosmetic changes"

But perhaps it was his PSP insight that was the most bountiful. Reeves said that the system RAM has been increased from a tight 8Mb to a relatively generous 30Mb (your PS2 has 32Mb). He also made the now familiar claim that the graphics capabilities are "beyond" that of PS2 and that the screen on the device will make games look even better than that. This is becoming a familiar cry. Another Sony insider friend of ours reckons that the screen of the PSP is its most amazing feature, being "brighter and more vivid than any other screen on any other device ever".

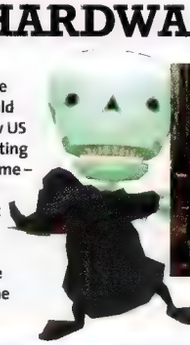
"THERE WAS A REVELATION THAT THE PS3 MAY COME IN MULTIPLE FORMS"

PSM RECKONS *Yup, it's all systems go at Sony right now. A UK specification PSX is on the way, PSP gets more impressive by the minute, PStwo makes your favourite console even sexier and PlayStation 3 is going to be not only ultra-powerful but potentially ultra cheap too. Full report on the lot, live from the E3 show next issue.*

ROLLER TOASTER: Back in PSM2#34 we predicted PS3 would look like this...

AND NEW HARDWARE NEEDS NEW GAMES!

So what is the first PS3 game? Well, Capcom have strongly hinted that the graphically groin-popping *Resi 4* would make an ideal PS3 launch game. Now US developers Digital Extremes are mooting *Dark Sector* – the first *original* PS3 game – though in reality it's little more than a tech demo of the kind of thing that they could do... Likewise there's *Death Jr* on PSP. Not exactly a jaw-dropping first outing for the machine supposedly better than PS2. Check the DVD to see both games in action.



FARMER CHAMELEON: See the locals turn into zombies in *Resident Evil 4*.

HANNIBAL SECTOR: *Dark Sector* looks great but it's little more than a tech demo in reality.

grand theft auto SanAndreas

CHARACTER DETAILS REVEALED!

Hollywood casting director inadvertently reveals San Andreas characters. PSM2 proved right. Again.

Yes, the world and his dog are casting for voice-over parts at the minute (check our *MGS* scoop on page 40). Now, veteran casting director David Vaccari (who cast The Bone Collector and Finding Forrester) is apparently casting for three parts for a project called 'Rockstar - Grand Theft Auto'. The roles? Maccer, Mad Dogg and Maria.

While the scripts offered (and lifted from a New York casting agency) aren't from the actual game they ARE from movies that could be influencing the style of the upcoming *San Andreas* game.

The dialogue for Maccer (a Manchester nogoodnick) is from thirty-something rave yarn Human Traffic. Madd Dogg's clearly a crazy gang-banger judging by his dialogue lifted from the street flick Menace II Society while Maria's sassy Hispanic is from similarly hood-based movie Colors.

PSM2 RECKONS *The dialogue chosen for the auditions (if genuine) has to be a clue as to where Rockstar are taking the game. If so you can forget any distant rumours of a shabby 1970's setting and get set for the present day rap 'n' gangsta action we're all longing for. It's all about the ghetto, baby...*

September is going to be a *Viewtiful* month for PS2 gamers, as Capcom unleash **the stunning 2D/3D superhero battler *Viewtiful Joe*** with the added - merciful - bonus of a **European-only 'Easy' difficulty mode** (the Gamecube original was granite hard). Better yet it even **includes an unlockable Dante from *Devil May Cry*** and a sequel, ***Viewtiful Joe 2***, is out on PS2 **early 2005.**

PS3 AND PSP NEWS FROM...

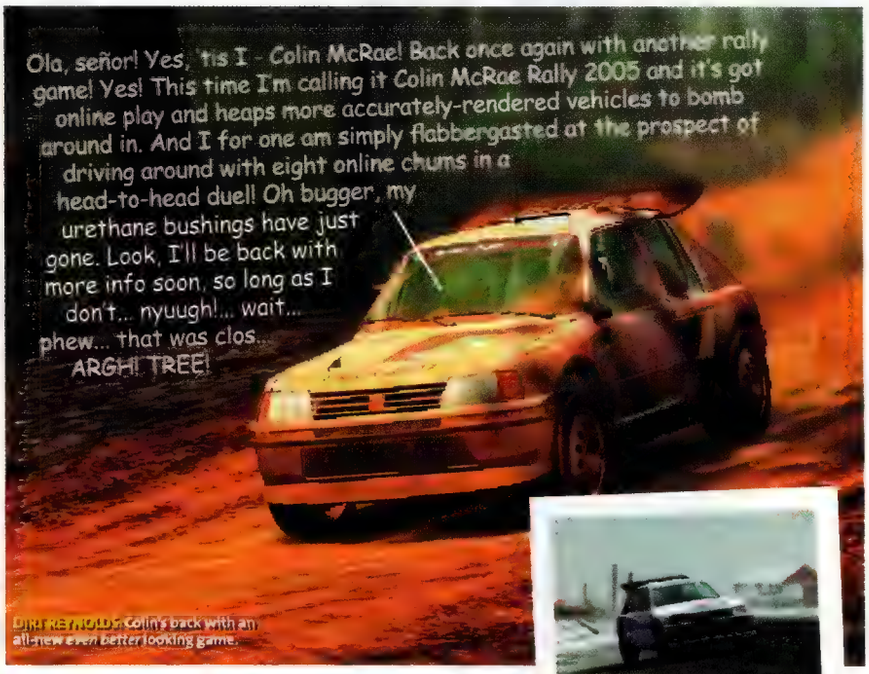
KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!

PS3
PSP2
KONICHIWA!
Hello, Ken Kutaragi, inventor of PlayStation here! I try every new piece of Sony technology out here, in my front room. The back room's full of mountain bikes and that old sofa, innit. You know how it is. Anyway, must get back to playtesting Getaway 3...

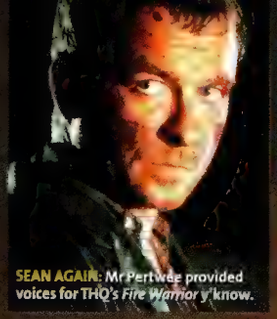
There are four new pieces of Sony games hardware on the way but our bigger goal lies elsewhere... Rumours abound of a 'big picture' plan aimed at driving wireless technology even harder. The next big push will be to remove the need for connecting devices to each other with everything connecting invisibly over the airwaves via the 802.11 broadband-speed wireless system. Expect PSP to feature this high-power technology with (the larger, full-spec) PS3 certain to fire video and audio around your home without the need for cables. And you can forget any thought of having a lead on that joypad...

True GPRS won't be a feature built into PSP, David Reeves revealed, but via an add-on you will be able to download games/video/etc in a smart phone style. However plans are afoot to place wireless hotspots in public places and trains to allow any passing PSP users to download at up to 20 times broadband speed via 802.11.

Lots more next month in my E3 report!


Ola, señor! Yes, 'tis I - Colin McRae! Back once again with another rally game! Yes! This time I'm calling it Colin McRae Rally 2005 and it's got online play and heaps more accurately-rendered vehicles to bomb around in. And I for one am simply flabbergasted at the prospect of driving around with eight online chums in a head-to-head duel! Oh bugger, my urethane bushings have just gone. Look, I'll be back with more info soon, so long as I don't... nyuugh!... wait... phew... that was clos... ARGH! TREE!

DIRT REYNOLDS: Colin's back with an all-new *even better* looking game.



SEAN AGAIN: Mr Pertwee provided voices for THQ's *Fire Warrior* y'know.

HAUER OF NEED: Rutger injects even more sci-fi class to the proceedings.

GOING IN FOR THE KILL

Voice actors are revealed, an official website launches and Sony are so over-the-moon they 'acquire' the game's developers.

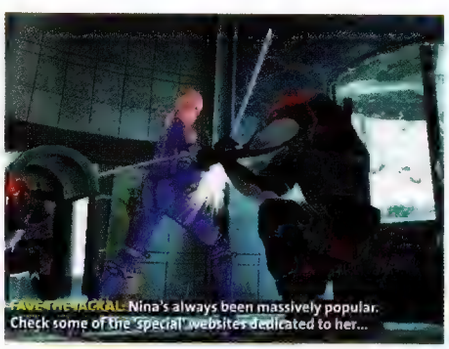
As Sony's massively anticipated FPS approaches the rumblings just get louder and more numerous. First off, Hollywood legend Rutger Hauer (Blade Runner, The Hitcher) and Sean Pertwee (Event Horizon, Dog Soldiers) are on voice-over duties, so expect some grade-A mutterings to accompany the gunplay.

Next there's the news that Sony are so impressed with developers Guerilla that they've signed a deal (and parted with a shed of money) to tie Guerilla to only developing for Sony (and their subsequent consoles) *forever*! Judging by how the game and stablemate *Shellshock* are shaping up this can only be good news.

And finally, the official *Killzone* website has been launched - www.killzonegame.com - it's packed full of *Killzone* goodies including a brief trailer and a kit for punters who want to knock up a '*Zone*-themed website. Mail us your links – shabbiest most illiterate site gets a prize!

PSM RECKONS *We've been playing an early(ish) version of the code and the open levels are a sight to behold, especially when massive sodding warships are falling from the sky and eye-shagging explosions are going off left, right and centre. This is going to be a trend-shattering game. The guns are meaty as hell, the levels are massive, sprawling buggers and everything looks tighter than Dan D's wallet.*

HOLLYWOOD CASTING DIRECTOR INADVERTENTLY REVEALS SAN ANDREAS



FAVE THE JACKAL: Nina's always been massively popular. Check some of the "special" websites dedicated to her...

CAUTION! AGILE! Nina shows us that she's not just a fighter – or a pretty face.

THE BLONDE BOMBSHELL RETURNS.

Tekken strumpet in, possible, 'good spin-off game' shocker. Nina Williams kicks solo ass

Working title *Nina* is no more and *Death By Degrees* is now giving the highly popular *Tekken* lovely a whole game all to herself. These new shots show Nina Williams, using all her *Tekken* fighting skills, along with various weapons, in order to secure 'world peace'.

OK, it's another action espionage title, but with features such as the 'X-ray' mode, where you can see bones being shattered, *Death By Degrees* looks to be serving up a fat helping of (sexy lady-shaped) originality.

PSM RECKONS *The chance to play as one of the best female characters, from arguably the best fighting game of all time is the selling point. The fanboys (who created our 'art' here) will be delighted... And the way is still clear for a good lady-centric MGS. Unfortunately, we're not going to get a sniff of Nina's loveliness until early 2005. Bugger.*

Accelerator extra

Too much news!

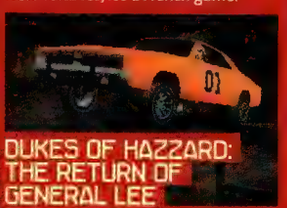
Not enough space...

RED NINJA: END OF HONOUR

►Vivendi's ninja game has a Zen balance of stealth and action as heroine Kurenai uses her Tetsugan hook to swing ravines and mash foes into claret, while accidentally flashing her pants *all the time*.

FAHRENHEIT

► Spliting point 'n' click elements with standard 3D action, the twist is that you play both cop *and* fugitive, in a quest to solve random killings in New York. Yes, it's a French game.



DUKES OF HAZZARD: THE RETURN OF GENERAL LEE

►The good 'ol boys to do no harm over 18 missions, driving vehicles like the General Lee and Daisy's roadrunner in destruction derby's, head-to-head races and co-op play.

MTV MUSIC GENERATOR 3

►Sample your own CDs and mix on-the-fly using an intuitive new interface, with licenced tracks from Outkast (The Way U Move), Snoop Dogg and Sean Paul. Busy.

THE INCREDIBLES

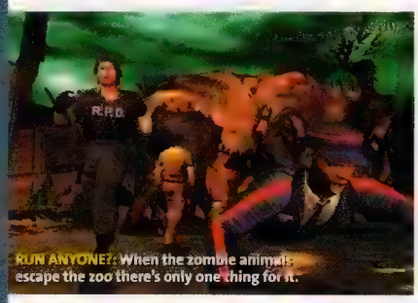
►THQ have landed the rights to Pixar's upcoming animated blockbuster, The Incredibles. Expect this to be big as a house as this third-person action adventure is released alongside the (soon to be hit) movie.

OUTRUN 2

►Whisper is that arcade hit *Outrun 2* is heading to PS2. New features include new tracks and the possibility of driving four different Ferraris.

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

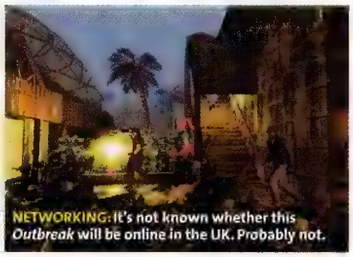


RUN ANYONE?: When the zombie animals escape the zoo there's only one thing for it.

TRUNK OF BURNIN' LOVE: The gang (the same bunch of hapless folk from the same game) escape the rampage.

OUT ON A SWIM: The ability to swim is a new move – the first time in any *Resi* game.

YOU MUST BE KING OKING: David King, the plumber goes solo in a new outside environment.



NETWORKING: It's not known whether this *Outbreak* will be online in the UK. Probably not.

ZOO'S COMPANY

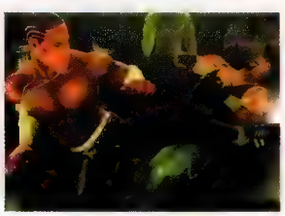
The original hasn't hit the UK, but there's a new **Resident Evil** on the way. Its got **zombie elephants** in it. **No shit.**

The first *Resident Evil: Outbreak* (which scored a respectable 85% in PSM2#45) won't reach the UK until September, but we already have a sequel to look forward to. The new game – *Outbreak: File 2* – follows the continued plight of the first game's eight wildly different protagonists as they fight their way through more zombie-riddled sections of the seriously broken Raccoon City.

New highlight has to be the scene in the zoo – replete with sodding great zombie elephants and other T-Virus-totting monstrosities. And you thought zombies were bad. Imagine being attacked by a zombie gorilla. Brilliant! We also hear that your characters will be able to swim for the first time, giving rise to a potential mauling by zombie halibut. We cannot wait.

The bad news is that as with the original's UK release, it's doubtful that the planned online elements will make it for the sequel, but you never know. *File 2* is due in Japan this Autumn so that points to an early 2005 UK release.

PSM RECKONS *We loved the original. Online or not, it was a cracking return to form for Capcom's PS2 output. The sequel can only get better, and just how you could possibly tackle a zombie elephant already has us drawing up plans. Give it some tweaking of the AI and improved collision detection and we'll have another winner.*



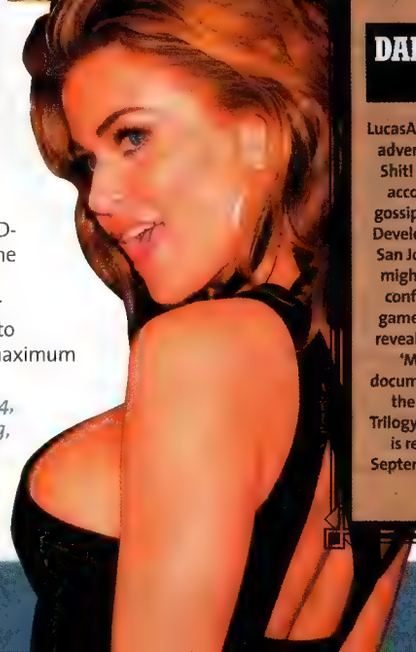
BLING THE PAIN

Finally, your chance to **slap Ice T** with a bat, and get face deep with **Carmen Electra's funbags.**

Yes, yes, y'all. After the surprise success of their 2003 g(*rap*)le-em-up, *Def Jam Vendetta*, EA are tooling-up an *online* sequel – letting you mash, say, the yanks with heavy furniture. Playing as one of 70 characters, you've got to grapple, headbutt and stamp on the G-Units of your flossin' foes to take control of the Underground music scene. New features include 35 licensed hip-hop stars including Sean Paul, Snoop Dogg, Ice T, Lil' Kim and bizarrely *Carmen Electra*? Yes, of Baywatch and - more recently - Starsky and Hutch fame.

Def Jam 2 will offer players a more diverse storyline, with players working for D-Mob (the rock hard crime boss of the original); plus interactive arenas, weapons and a lot more moves per character. Better yet, you'll be able to customise your rapper's duds for maximum blingocity. As it's, er, known.

PSM RECKONS *Set for Autumn 2004,* Def Jam Vendetta 2 *looks promising, and here at PSM2, we can't wait to kick Dan G's (rap geezer and namesake of our beloved Editor) face clean off. Er... right, Dan?*



KAZ HIRAI'S ALL–SEEING EYE!*

After an unfortunate experiment with facial hair in last month's issue –and thanks to an unprecedented mail from an older reader confusing me with 80s footballing legend Ian Rush (I was going for the John Aldridge look BTW) – I have decided to crack out the razors, and get back to what I do best: contemplating ending this foul charade of a life and getting back to delivering the rumours. No, not really, I had a shave. Are the legal team gone? NYUUARRGH!!!!!!! Ah, thas bedder. Me walk into the light now.

TOMB RAIDER 7 & NEW HITMAN REVEALED

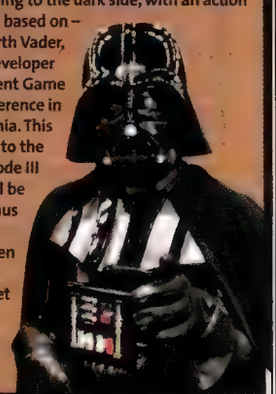
As regular readers will know, it's all about the Benjamins, and so to please shareholders, Eidos have announced a shitload of forthcoming games to please tetchy shareholders. The result? They inadvertently tell PSM2 about them too. Doh! So what's on offer? Well, for a start there's the seventh *Tomb Raider*, the fourth outing for the *Hitman* series (called *Hitman: Blood Money*) and the less mouthwatering *Backyard Wrestling 2*. Also, Warren Spector (the brains behind the brilliant *Deus Ex* series) is rumoured to be involved in *Deus Ex: Clan Wars* an *Unreal Tournament*-style multiplayer game set in the *Deus Ex* universe. Tasty.

GOLDENEYE 2 IN BIG TROUBLE

EA's upcoming *Goldeneye 2* Bond game is undergoing a major rethink after focus groups tried the game and came up with three Jaws-sized stumbling blocks. Firstly they didn't understand a Bond game you're not James Bond (you play Bond villains). Secondly they hated the fact that it had nothing to do with the existing Goldeneye film or classic N64 game. And thirdly (and perhaps most importantly) they didn't think it was any good. Expect a rethought, reworked game to surface later this year.

DARTH VADER CHOKES HIS WAY ONTO PS2

LucasArts are turning to the dark side, with an action adventure game based on – Shit! Look! – Darth Vader, according to developer gossip at the recent Game Developer's Conference in San Jose, California. This might be linked to the confirmed Episode III game, which will be revealed in a bonus 'Making Of' documentary when the Star Wars Trilogy DVD boxset is released in September 2004.



(*) The column that really should be known as rumours...

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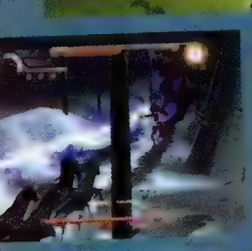
VAN HEL-SING WHEN YOU'RE WINNING!

We've got a TV the size of a yacht, a sound system louder than a bomb and 10 copies of the movie spin-off vamp-slaying PS2 game to give away – all thanks to Vivendi and the hairy man in the hat!



Indiana Jones can *fuck off right now* – there's a new hat-wearing hero in town: the vampire-skewering, holy water-squirting Van Helsing played by ex-X-men star Hugh Jackman! To coincide with the movie's release, Vivendi have released a game based on the stake-hurling fella's exploits in 19th century London, Rome, Paris and spooky Transylvania – ooh, we're getting damp around the ankles just thinking about it! Check the review on page 52.

The bad news? Well, you can't win a hat – but you CAN win a big frikkin' TV, television, a 5.1 surround sound system and a copy of the game to play on the pair – baking! Plus there's 10 copies of the game to be nabbed too, so even if you don't walk away with a TV that's the size of the moon you can still 'stake' home one of the best actioneers around.

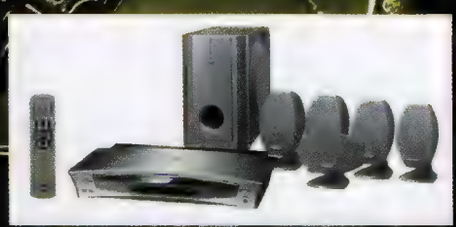
HOW DO I WIN?

Simply answer the question below, whack it on a postcard and fire it off to PSM2 HQ. Hell, you could even send your entry in on a tiny hat!

How did Hugh Janus win the role of Van Helsing?

A) He secretes a fluid that attracts sparrows
B) He shat in a bacon sandwich
C) He's a talented actor who went through all the proper channels.

Send your answers to:
Van Flakes
PSM2
30 Monmouth Street
Bath
BA1 2BW



Prizes of similar or greater value. May differ from those shown.

PlayStation.2
SOCOM II
16+
PlayStation Net
Prepare to do battle with the rest of Britain in SOCOM II.
Get your team together and join forces online. Work as a unit to
survive. And remember, either we all go home, or no-one goes home.
fun,
anyone?
PlayStation.2

TOP 40 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

1 JAMES BOND 007: EVERYTHING OR NOTHING

With a vodka-martini in hand, Bond has wiped the floor with the competition for the second month running. But can he be toppled next month?

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	1	007: EVERYTHING OR NOTHING ■ Developer: EA ■ Publisher:EA	77%
2	3	SONIC HEROES ■ Developer: Sonic Team ■ Publisher:Sega	66%
3	2	LMA MANAGER 2004 ■ Developer: Codemasters ■ Publisher:Codies	87%
4	NE	THIS IS FOOTBALL 2004 ■ Developer: Sony ■ Publisher:Sony	75%
5	NE	WORLD CHAMPIONSHIP RUGBY ■ Developer: Swordfish ■ Publisher:Acclaim	55%
6	7	THE SIMPSONS: HIT AND RUN ■ Developer: Radical ■ Publisher:Vivendi	77%
7	9	FIFA 2004 ■ Developer:EA■ Publisher:EA	86%
8	NE	TOM CLANCY'S RAINBOW SIX 3 ■ Developer: Red Storm ■ Publisher:Ubisoft	77%
9	NE	SCOOBY DOO: MYSTERY MAYHEM ■ Developer: AM&M ■ Publisher:THQ	51%
10	8	NEED FOR SPEED: UNDERGROUND ■ Developer: EA ■ Publisher:EA	86%
11	RE	WORMS 3D ■ Developer: Team 17 ■ Publisher:Sega	80%
12	5	CRICKET 2004 ■ Developer: HB Studios ■ Publisher:EA	68%
13	35	RUGBY 2004 ■ Developer: HB Studios ■ Publisher:EA	80%
14	4	SOCOM II: US NAVY SEALS ■ Developer: Zipper Interactive ■ Publisher:Sony	90%
15	12	LOTR: RETURN OF THE KING ■ Developer: EA ■ Publisher:EA	86%
16	6	FINAL FANTASY X-2 ■ Developer: Square Enix ■ Publisher:EA	83%
17	RE	THE SIMS: BUSTIN' OUT ■ Developer: EA ■ Publisher:EA	70%
18	15	MOH: RISING SUN ■ Developer: EA ■ Publisher:EA	83%
19	10	EYE TOY: PLAY ■ Developer: SCEE ■ Publisher:SCEE	82%
20	RE	PRINCE OF PERSIA: SANDS OF TIME ■ Developer: Ubisoft ■ Publisher:Ubisoft	87%
21	11	BAD BOYS 2 ■ Developer: Blitz ■ Publisher:Empire	51%
22	13	FINDING NEMO ■ Developer: THQ ■ Publisher:THQ	71%
23	16	MAFIA ■ Developer: Gathering ■ Publisher:Take 2	79%
24	17	WWE SMACKDOWN: HCTP ■ Developer: Yuke's ■ Publisher:THQ	88%
25	18	PRO EVO SOCCER 3 ■ Developer: KCET ■ Publisher:Konami	96%
26	19	TIGER WOODS PGA TOUR 2004 ■ Developer: EA ■ Publisher:EA	81%
27	21	TRUE CRIME: STREETS OF LA ■ Developer: Luxoflux ■ Publisher:Activision	74%
28	22	TONY HAWK'S UNDERGROUND ■ Developer: Neversoft ■ Publisher:Activision	92%
29	23	GTA: VICE CITY ■ Developer: Rockstar ■ Publisher:Rockstar	97%
30	24	EYE TOY: GROOVE ■ Developer: Sony ■ Publisher:Sony	68%
31	25	GTA DOUBLE PACK ■ Developer: Rockstar ■ Publisher:Rockstar	97%
32	26	SSX3 ■ Developer: EA ■ Publisher: EA	94%
33	27	HARRY POTTER: QUIDDITCH CUP ■ Developer: EA ■ Publisher: EA	65%
34	28	MANHUNT ■ Developer: Rockstar ■ Publisher:Rockstar	91%
35	29	MAX PAYNE: TFOMP ■ Developer: Rockstar ■ Publisher:Rockstar	65%
36	30	LEGACY OF KAIN: DEFIANCE ■ Developer: Crystal Dynamics ■ Publisher:Eidos	79%
37	31	TOTAL CLUB MANAGER ■ Developer: EA ■ Publisher:EA	67%
38	32	DRAGON BALL Z: BUDOKAI 2 ■ Developer: Bandai ■ Publisher:Atari	70%
39	33	BALDUR'S GATE DARK ALLIANCE 2 ■ Developer: Black Isle ■ Publisher:Acclaim	82%
40	34	CRASH NITRO KART ■ Developer: Vivendi ■ Publisher:Vivendi	68%

04 THIS IS FOOTBALL 2004

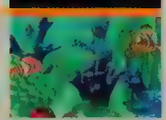
Sony's version of football is the highest new entry not because it's great, but because it's new.

05 WCR

A respectable fifth place for a game that used a mis-quote from PSM2 to promote sales. We're sure Acclaim will send us our royalties soon enough...

22 FINDING NEMO

Still on the chart on account of being the most successful DVD film ever. Until The Incredibles comes out later this year...



27 TRUE CRIME

A decent game that's still selling more units than *GTA* at the moment. Expect news of *TC2* coming shortly.

AMERICAN TOP 5 PS2 GAMES

1	NFL STREET	■ Developer: EA ■ Publisher: EA
2	NEED FOR SPEED: UNDERGROUND	■ Developer: EA ■ Publisher: EA
3	007: EVERYTHING OR NOTHING	■ Developer: EA ■ Publisher: EA
4	JET LI'S RISE TO HONOR	■ Developer: Sony ■ Publisher: Sony
5	CHAMPIONS OF NORRATH	■ Developer: Snowblind ■ Publisher: Ubisoft

JAPANESE TOP 5 PS2 GAMES

1	DRAGON QUEST V	■ Developer: Square Enix ■ Publisher: Square Enix
2	NOBUNAGA'S AMBITION	■ Developer: KOEI ■ Publisher: Koei
3	SHIN SANGOKOU MUSOU 3	■ Developer: KOEI ■ Publisher: Koei
4	MONSTER HUNTER	■ Developer: Capcom ■ Publisher: Capcom
5	DOKODEMO ISSYO	■ Developer: Sony ■ Publisher: Sony

It's all change on the Japanese chart as Square BBQ the opposition. While in the States Electronic Arts' games still dominate.

10 THINGS YOU MUST DO THIS MONTH

1	Sit outside the pub at the first sign of summer and freeze your ass clean off.
2	Practice growling your way through The Ace of Spades ready for a perfect *Singstar* score.
3	Think about going on a diet to loose that PS2 belly. Then sod it and have a pastie.
4	Become frustrated at Rockstar for being so tight-lipped about *GTA: San Andreas*.
5	Purchase a pair of sunglasses and then refuse to take them off, even when it's dark.
6	Go and watch Shaun Of The Dead at the cinema and wet yourself laughing.
7	Drink a gallon of lager to help perfect your lemmy in *Singstar*.
8	Go to the US Embassy and get treated like a criminal 'cos you want to go to E3.
9	Get up into your attic and dig out all those old Transformer toys.
10	Work yourself into a frenzy because it's only seven months until Christmas. Already.

5 THINGS TO DO... ON DISCOVERING 'THAT LADY WAS REALLY A BLOKE'

1	Promise yourself that next time you'll spot the hairy hands and adam's apple.
2	Pretend that you knew all along and was pretending to fancy them for a laugh.
3	Go home and watch 'There's Something About Miriam' to help get over it.
4	Scrub yourself vigoursly in the shower, in a 'Crying Game' style.
5	Admit that you are attracted to men – but only when they're dressed as ladies.

MOST WANTED

THIS MONTH:
LEON SMITH FROM EDENBRIDGE

Tell us what games you want to see and we'll get 'em for you!

1	FINAL FANTASY XII	■ Developer: Square Enix ■ Publisher: Square Enix
2	WWX: RUMBLE ROSE	■ Developer: KCET ■ Publisher: Konami
3	GTA: SAN ANDREAS	■ Developer: Rockstar ■ Publisher: Rockstar
4	THE GETAWAY 2	■ Developer: Sony ■ Publisher: Sony
5	PSI-OPS	■ Developer: Midway ■ Publisher: Midway

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be The Best PlayStation 2 Magazine In The World Ever, but wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name .....
Address .....
.....
.....
What do you want? .....
.....
.....

TOP 10 DVDS

What's big in DVD movie rental

1	MASTER AND COMMANDER
2	MATRIX REVOLUTIONS
3	LOVE ACTUALLY
4	THE ITALIAN JOB
5	TEXAS CHAINSAW MASSACRE
6	TIME LINE
7	BAD BOYS 2
8	TOUCHING THE VOID
9	THE FIGHTING TEMPTATIONS
10	SPIRITED AWAY

WORLD FIRST PLAYTEST

SMASH 'EM OFF THE ROAD WITH TEAM PSM2

BURNOUT 3

Fasten your seatbelts and brew up the world's strongest coffee 'cos the fastest game on PS2 just got even faster...

Takedown! Oh, it was close. Trading paint and shedding sparks, we were shoving and bumping the muscle car for nearly two hundred yards. Nearly won, too – or at least, we would've done if that bus hadn't decided to change lanes at the last minute. SMASH!

In most games this'd be the end. But then you spot it – the cheeky bastard is actually trying to navigate *underneath* your airborne chassis for bonus points! Easing the stick left, you use the aftertouch to bring your crumpled bodywork down directly on top of his windshield. Takedown... *Avenged.*

"Crashes," explains Criterion's design director Alex Ward, "are not the worst thing in the world". Well, not any more. In the first two instalments, the odd bumper-crumpler was the price you paid for the insane speed and 'take risks to earn boost' game dynamic. Caning it into oncoming traffic and *actively trying* to get that telltale 'Vwip!' from a Near Miss, you were never more than a millisecond from disaster, but experienced players could run an entire race without chassis-on-chassis contact. Here, though, that's all changed. With five opposition cars in every race (two more than the last game), you're awarded points and boost for Brawling, Raging and Grindin' – all different euphemisms for mixing it up with the pack. The real art, though, is the Takedown – that expert yank on the wheel that nudges another car into a wall or an 18-wheeler. Each Takedown expands the famous Burnout bar, letting you store more boost for a prolonged blast of speed. It's virtually impossible to win the race with a standard-sized meter – careful drivers need not apply.

Not that you'll need much incentive to cause some carnage, of course. The pile-ups are breathtaking, like an aerial ballet of crunching metal and broken glass. Pull a Takedown, and the camera flicks back for a super-slow-mo look at the wreck you've caused, switching back seamlessly as the race

"BRING YOUR CRUMPLED BODYWORK DOWN ON TOP OF HIS WINDSHIELD"

BURNOUT 3

SPLINTER SHELL: A destructible roll-cage means cars a fully crushable.

CRASH FM

One of *Burnout*'s most memorable features was the music – old-skool arcade rock that ramped up to an insaniac tempo when the boost activated. That's been ditched for *Burnout 3*, but in its place, there'll be an *SSX3*-style DJ dropping beats and names as you cane it round the streets. The tracklist's yet to be sorted, but expect forward-looking rock and techno. That said, *Burnout* works surprisingly well with other genres – the Criterion boys have put together an unofficial crash demo with REM's haunting Everybody Hurts as the slow-mo soundtrack. Classy.

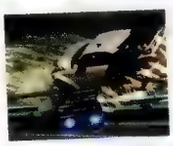
DEBRIS HARRY: **There's nothing sweeter than winning a jostle.**

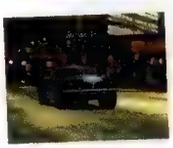
SPARK LIFE: **Hot bits of metal fall like yellow rain in close quarters. Ouch.**

"STACK IT INTO A TRUCK AND IT'LL SHED ITS CARGO ALL OVER THE ROAD"

continues. Wipe out *yourself*, and the intelligent Impact Time smash-cam pans around to give the best possible view of your concertinaed front end, the bus you've just taken out or the cars ploughing into each other behind you. And these are *Hollywood* crashes, baby – if they're not spectacular enough, Criterion aren't above tweaking the physics to give gravity a hand. If a shunt's too pedestrian, you'll see the explosion as a Hollywood device known as an air ram – a big log fired from the car's underside – detonates to flip your motor skywards. Chats with the Industrial Light And Magic crew mean that every slam's accompanied by belching smoke, and every scrape produces a blizzard of sparks. It's now possible to twist and crumple the car's actual *shell* – it makes *Burnout 2*'s crashes look kitten-tame.

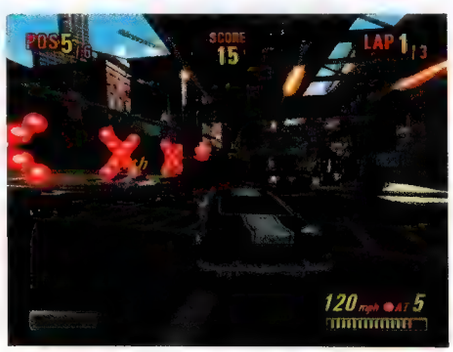
Other enhancements to the fender-bending include 'payloads' – stack it into a truck and it'll shed its cargo all over the road, creating a hazard for other drivers. Each track also comes with 'signature takedowns' – areas where extra bonus points are available for easing a rival into the scenery. In Bangkok it might be a rack of conveniently-parked tourist coaches – in Vienna it's one of the trams buzzing along the streets.





Criterion haven't yet decided whether they'll be including explosions or burnt out shells, but they're considering it – especially for those moments when a car goes ricocheting down a cliff. By the way, if all this sounds a bit too violent, there *are* rewards for evasive driving skills – negotiate your way through a pile-up unscathed, and you'll get a special Crash Escape bonus, letting you leave the pack behind. It won't last long, mind – vicious AI means they'll be back on your ass unless you're boosting constantly. The opposition almost always tries to take you out, and they'll even jostle you into oncoming traffic – perfectly emulating the feeling of two-player mode in *Burnout 2*. Conversely, stay glued to their exhaust for long enough and they'll freak out, earning you a Psych bonus. Losers.

Of course, this wouldn't be *Burnout* if it wasn't matched with more technical clout than a roomful of cyborg monkeys. *Burnout 3* might well be the best-looking game on PS2 – side by side with *Gran Turismo 4* it's a close-run thing, but consider the sheer volume of traffic and it's a clear victory for the street-racing boys. The speed's been ramped up to insane degrees – the cars unlocked at the *end* of *Burnout 2* come in as the *default* selection for this instalment – so best get the eye-drops and Red Bull in now.



L FOR LEATHER: **This is the section under the elevated train – the perfect place to earn points, if you've got the nerve for it...**

LIGHTS, CAMERA, TRACTION

See if you can spot the big-screen influences. Some are less obvious than you'd think...

BAD BOYS 2

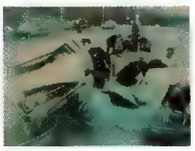
The most ridiculous – and, by extension, brilliant – bit of Bruckheimer's latest is, natch, the scene where the bad guys start flinging cars off a transporter at big Willy's pursuing Porsche. *Burnout* goes one better, with one truck towing a full-sized *yacht* – nudge it as you go by, and unleash hull on your pursuers.

BASIC INSTINCT

Calm down – you didn't miss a subtly lesboidinal undercurrent amid all the smashy-smashy. Play the mirror version of *Burnout 2*'s Harbour track and look closely – several corners almost perfectly mimic the scene where Michael Douglas chases Sharon Stone up the freeway. Just one example of the diversity of reference points taken on by the Criterion boys.

THE FRENCH CONNECTION

Remember the bit in William Friedkin's 70s heist-flick where Gene 'Popeye' Hackman chases the elevated train? In *Burnout 3*, this translates into an outrageously tense weave-athon between concrete stanchions - the perfect spot for multiple takedowns.



THE TRANSPORTER

Jason 'Geezer' Statham gets all precious about his motor in a film that's mainly notable for a fight where he deliberately covers himself in oil and lovely Chinese actress Shu Qi. He spends most of the time 'transporting' stuff around southern France, mirrored in *Burnout*'s sun-heavy Cannes level.

THE MAN WITH THE GOLDEN GUN

Moore's best Bond's a clear influence on the far eastern glamour of the Bangkok level, which includes some nerve-wracking off-road sections and a huge golden Buddha. Rumours of an unlockable Sheriff Pepper in a flying car are, sadly, a load of old bollocks.

SUDDEN IMPACT

As in previous games, you're rewarded for causing damage – but now, there's no need to total your own motor to do it. Here's how the professionals do it.

0-60MPH

Getting up to speed, shunt the pack for a Swapping Paint bonus, or give them a gentle nudge to get rewarded with a Frenzy.

70-100MPH

At this speed you can start causing *serious* harm. A cheeky sideswipe's enough to shove most cars into a Wall Takedown, but ideally you should time your slams to push them into a bus for bonus points.

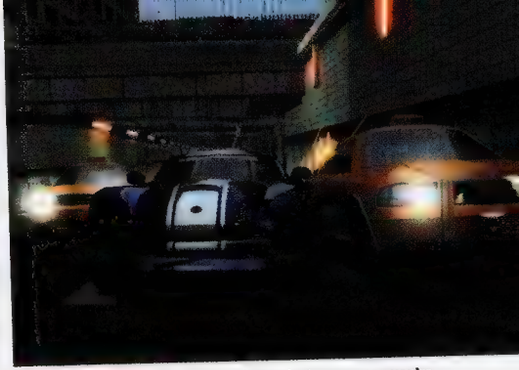
110-150MPH

Absolutely caning it and the points keep flowing – at this speed, every drift and jump helps the Burnout chain and it's possible to pull combo Takedowns. When the Burnout bar tops out you get infinite boost – just like *SSX Tricky*.

CRASH!

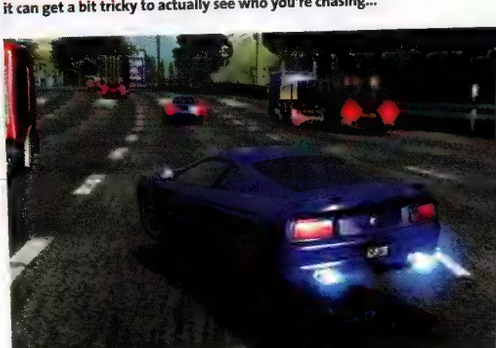
Hey, it's inevitable. But hold L1 to admire the smashing physics in all their glory, and use the aftertouch to cause extra havoc. Sunroof Skid + Bus Takedown + Side Panel Slide = Tons Of Points. Here we go again...

PEACE 'N' RIOT: Ah, tranquillity. Keep taking risks, or the pack'll catch up quick.

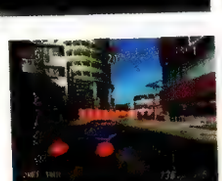


WINDSCREEN SWIPER: Six cars on the track at once mean you're never very far from a crunchy side-panel 'incident' – as seen here.

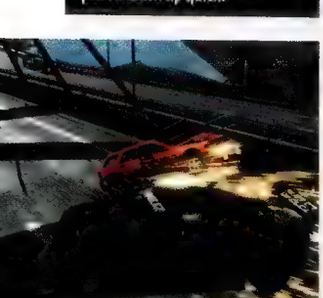
SMOKEY DOKEY: With the enhanced (read 'insane') smoke physics, it can get a bit tricky to actually see who you're chasing...



LOADED FOR SCARES: See that truck on the right? One cheeky nudge is all it takes to make your pursuers' lives *very* difficult...



GETTING HIGH: It doesn't take much for cars to go airborne, unlike *Burnout 2*.



SCRAPE ESCAPE: Fend off an assault – or reverse it – for a special bonus.

"EVERY SLAM CREATES BELCHING SMOKE, AND EVERY SCRAPE PRODUCES A BLIZZARD OF SPARKS"

WRECKS RATED: Getting Taken Out resets your Burnout meter and wrecks any combos you've got going. Get them first, eh?

BURNOUT 3

BENCH PRESS: That'd be the new object physics, then – fingers crossed for some crates filled with chickens.

"THIS IS POTENTIALLY THE BEST RACING GAME EVER"

But what about the surprise hit from *Burnout 3* – the stress-relieving, metal-grinding delights of ruining an entire motorway's day in Crash For Cash mode? Criterion are keeping quiet, except to say that it'll return in even more spectacular form, partly thanks to the fact that it's now possible to 'steer' a destroyed car slightly. It'll also – tantalisingly – be playable with six human players online. Which is where the *real* fun starts.

"We didn't want the playing experience to change online," explains Alex – a none-too-subtle dig at the way games like *Midnight Club* ditch all the traffic as soon as you plug in a network adaptor. "We wanted it to be like a fight." Forget the frustration of *Moto GP*, where cheats and spoilsports can ruin your lap time with one vicious nudge – this is all about aggression. It'll be playable against up to five other people, and Alex (unsurprisingly) reckons it'll be the killer online title this year.

And Pursuit mode? "People who drive recklessly," Alex points out, "don't tend to join the police". That's why the Chase HQ-theme has been ditched in favour of Road Rage mode – same idea, just more aggressive. Each level has multiple targets and it's a battle to put them out of action while keeping your own damage in check.

Old-skool and arcade-immediate all the way, *Burnout 3* might lack the car-fiddling that appeals to boy racers, but in all other aspects it's potentially the 'best racing game ever'. And with an explosive appearance set for E3, what can Criterion possibly still have left to worry about?

"Well..." says Alex, "it's usually around this stage of development that the team starts getting a lot of speeding tickets..."

PSM

Burnout 3 will be leaving a trail of burnt rubber on your PS2 from September 2004. Start revving your engine now...

LICENSED TO THRILL

Note to boy racers – just because you can pull a perfect lap in oncoming traffic in *Burnout* doesn't mean it's wise to try it in real life. Conversely, the ability to negotiate the A3 doesn't necessarily translate to drifting skill. But how do team PSM2 cope with the divide between racing and reality?

Dan G is specially blessed. Not only is he "an expert driver" in real life but he's not too bad at edging folk into trucks in the game too.

Now here's a paradox. Milf can't drive at all – *at all* – and yet is brilliant at *Burnout*. He's like Dustin Hoffman in Rainman.

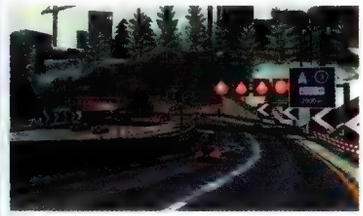
Dan D famously tried donut-ing his Mum's Honda Civic after successfully blurring games and reality. He's rubbish at both.

Dan V is a great driver. Always has a full tank of petrol. String back driving gloves. AA membership and map book. Crap at *Burnout* though.

Andrew is frankly too young to be allowed out on the roads. And needs a 'grown-up' to help him pressing the buttons on his PS2 too. Pathetic.

WORLD TOUR

Burnout goes global this time, with 36 tracks set across three continents.



VIENNA

Germany's infamously speed-limit-free autobahn provides the setting for a beautifully designed flat race that's a lot like the freeway levels from *Burnout 2*. Except much more mental.

SAN DIEGO

Expect a picturesque bridge section reminiscent of the original *Burnout*'s Bay Area, as well as lots of excuses to trash yacht club property. Some surprisingly tight drift turns here, too...

BANGKOK

The East Asian tracks show clear *Ridge* influences. "We'll be sending a copy to Yu Suzuki," confirms Alex, "without him there'd be no *Burnout*." The *Outrun* influence is all over all three *Burnouts*.

CANNES

Think Ronin – picturesque streets, with lots to smash. This is the first time tracks feature fixed objects like barrels and pillars to crash into, which makes things slightly tricky.

CHICAGO

Criterion are sick of games featuring tram-hopping in San Fran. So instead there's a level set in the Windy City, where The Blues Brothers still retains the record for most wrecks in one film.

"A JOY OF A SERIES!"
ANIMEZONE.CO.UK

FINAL FANTASY: UNLIMITED

PHASE 2 ARRIVES ON DVD 17TH MAY 2004.

PG

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"TWELVE SHOTS... THIS TIME I'VE GOT TWELVE SHOTS. DRAW!" MGS3, PAGE 40!

Hands

34 SYPHON FILTER: OMEGA STRAIN
You want more solo stealth action? Check this out.

36 PSI-OPS
Where the power of your mind is greater than the power of your guns. You're a one man army with off-the-chart psychic skills. Can you handle it?

38 FLAT OUT
A rough and tumble driving game where smashing up your car and the scenery is half the fun. And don't forget the through-the-windscreen crashes.

You want more?!
Don't miss our feature on *Burnout 3* (page 24) our plot-busting *Metal Gear Solid 3* report (page 40) and the first play of *Drakengard* (page 102).

WELCOME...

DAN D

***Splinter Cell*. Good. Yes. Got you. Sequel to *Splinter Cell*? *Splinter Cell 2*, obviously. No? What? *Splinter Cell: Pandora Tomorrow*? What does that mean? You'll be telling me that the sequel to *Hitman 2* isn't called *Hitman 3* next?... What? It's called *Hitman: Contracts*? Jesus, what is it with these people?**

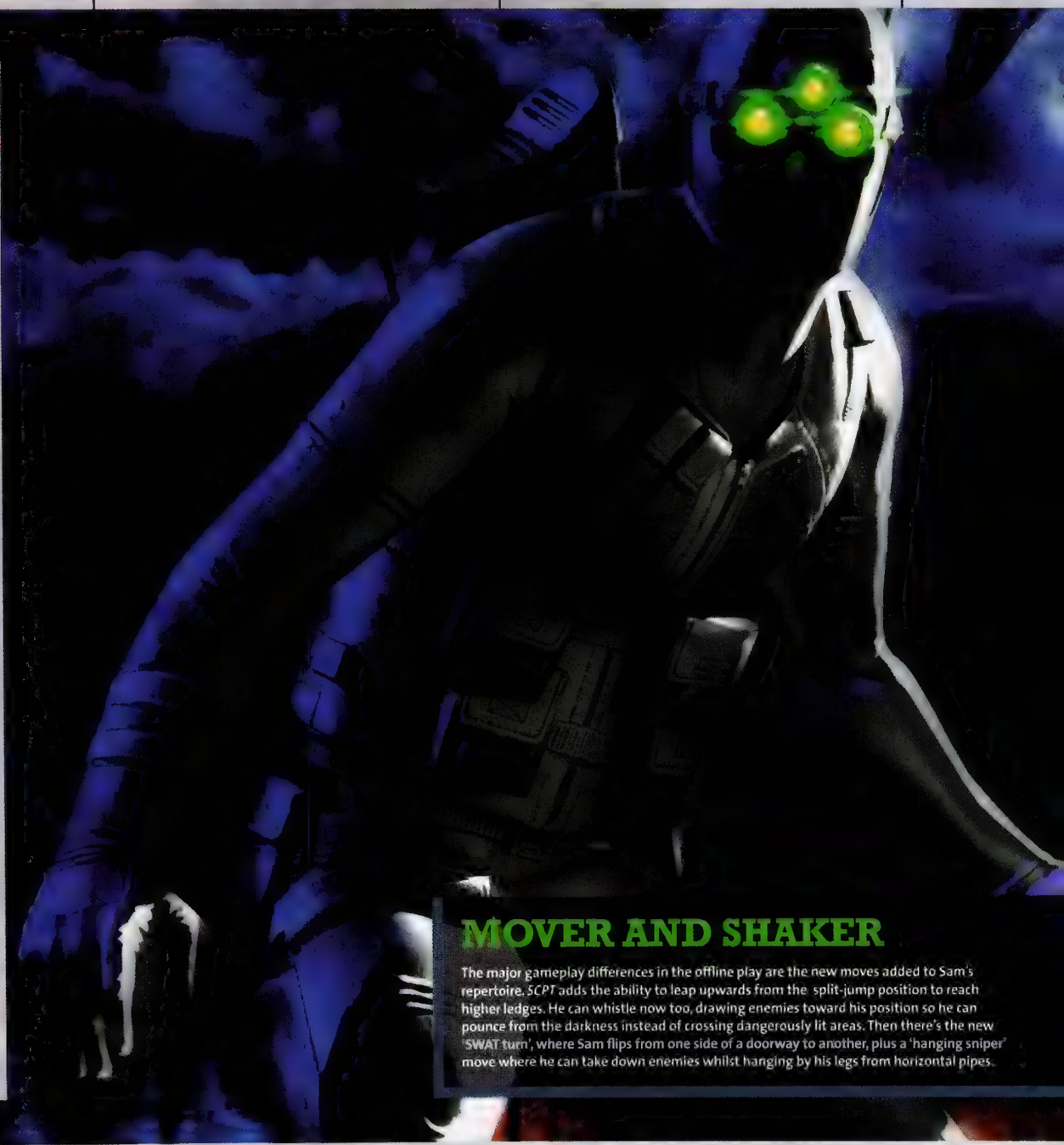
Welcome to the age of the pseudo-sequel where making a 'proper' sequel to a great game takes as long as developing the game in the first place. And yet if you do that tempting 'easy' spin-off with a few new levels and a new character everyone calls it a rip-off. The solution? An in-betweeny. An *SSX Tricky*.

Nice work so far fellas, but let's have the proper sequels soon eh?

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.



MOVER AND SHAKER

The major gameplay differences in the offline play are the new moves added to Sam's repertoire. *SCPT* adds the ability to leap upwards from the split-jump position to reach higher ledges. He can whistle now too, drawing enemies toward his position so he can pounce from the darkness instead of crossing dangerously lit areas. Then there's the new 'SWAT turn', where Sam flips from one side of a doorway to another, plus a 'hanging sniper' move where he can take down enemies whilst hanging by his legs from horizontal pipes.

on

BECAUSE WE PLAY EVERY GAME WE PREVIEW

■ **DEVELOPER** Shanghai Studios ■ **PUBLISHER** Ubi Soft
■ **GAME TYPE** Stealth Action

TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW

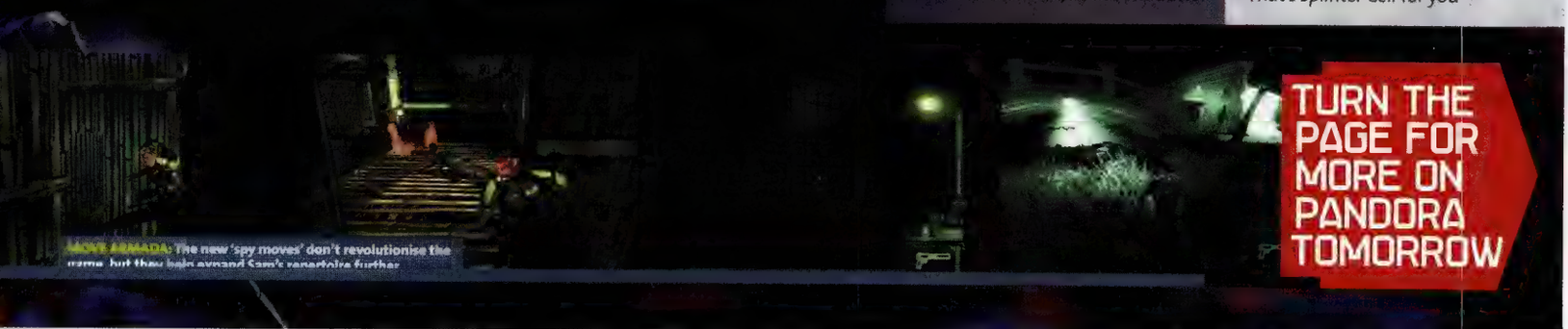
"Hanging from overhead pipes while shafts of light from mercenaries' torches flash all around you"

PSM2 MOST ANTICIPATED!

Stay in the light? What do you mean stay in the frikkin' light? We're Sam Fisher, king of sneakiness, archduke of the darkness – why the shittin' hell would we do that? When we're asked to stroll straight into a searchlight's glare on the very first level of *Pandora Tomorrow*, it goes against everything that *Splinter Cell* taught us; and we're understandably nervous. It's comfortable here, in the shadows.

You think we enjoy being dressed head to two in pervy latex?

Ah, but Third Echelon boss-man Colonel Lambert hasn't lost his military marbles when he gives us this order. There's a sniper up in a watchtower ahead who's wearing the same night-vision goggles we are. So, following the path of the spotlight across the courtyard means that he won't be able to see us as we sneak up behind him and snap his neck like a dried out twig. That's *Splinter Cell* for you –



MOVE ARMADA: The new 'spy moves' don't revolutionise the game, but they help expand Sam's repertoire further

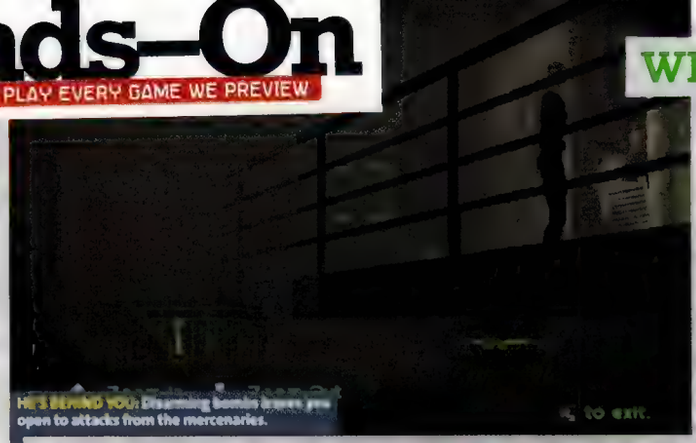
TURN THE PAGE FOR MORE ON PANDORA TOMORROW

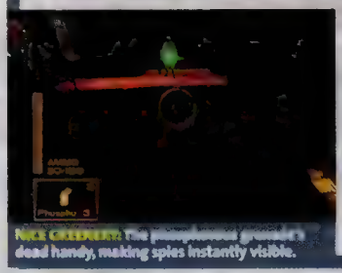
ANTICIPATED FEATURES

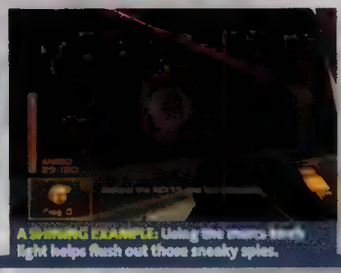
- Eight huge levels in single player.
- Stunning visuals.
- Excellent 'spies vs mercenaries' online mode.
- Several new 'spy moves'.
- Loads of clever gadgetry.

WHERE IT'S AT...

- The PS2 version still needs some work but all the elements are in place for a game even better than the 91%-scoring original. Some tweaking's definitely required but it should be on target for a late June release.

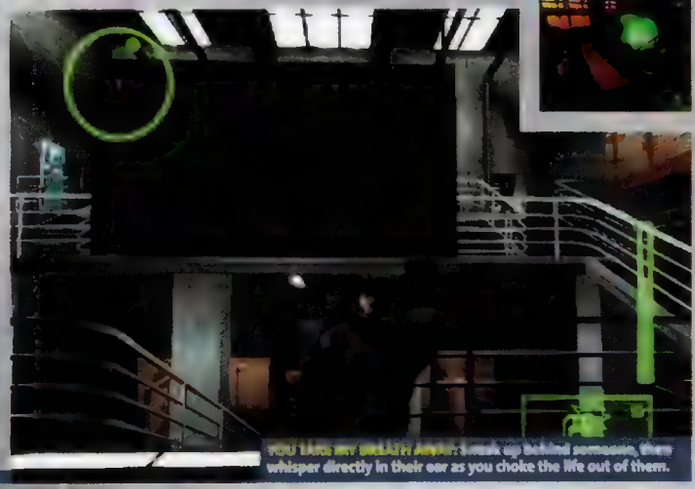



NICE GREENERY: The pheromone grenade's dead handy, making spies instantly visible.


A SHINING EXAMPLE: Using the mercs torch light helps flush out those sneaky spies.

WE'VE GOT MULTIPLE BOGEYS!

The multiplayer mode involves two-on-two spies vs mercenaries scenarios, where the spies have to de-activate bombs planted by the mercs. The maps are massive, and multiple sneaky entry points for spies are guarded by intruder sensors which must be de-activated to avoid detection. Mercs can also lay booby traps, such as mines, next to their bombs. The result? A gut-wrenchingly tense online game.


YOU TAKE MY BREATH AWAY: Sneak up behind someone, then whisper directly in their ear as you choke the life out of them.

it's cleverer than Einstein after a mind-meld with Stephen Hawking. Solid Snake might have invented stealth games, but even he hasn't managed to cram in the state-of-the-art gizmos and almost unbearable tension that Ubisoft has managed with its Clancy-inspired spy fests.

For this second outing, Fisher is called upon to infiltrate and destroy an Indonesian terrorist network, in a campaign that sees him being dropped behind enemy lines in Indonesia, France and the USA. As part of super-secret covert-ops 'splinter cell' Third Echelon, Sam's one-man army is now even better equipped. In addition to the established shimmying, sneaking and shooting, the game's had some fine-tuning. The interface has undergone some tweaking, and rather than having to pause the action and navigate menus to use gadgets, they appear in context-sensitive options on the screen plus the D-pad's can be used to access to certain items on the fly too. While his brilliantly clever gadgetry remains largely unchanged, he's got a flurry of new moves to show off (see Mover And Shaker for more details). It mightn't sound much, but it's all about making you feel even more sneaky and spy-like. Some missions even restrict the use of lethal force completely, forcing you into thinking instead of shooting. It's a slow-paced, patient game where planning and effective execution of a plan is much more important than whizzing through the levels. In addition to lethally clever enemies who react to sound and even the red beam of light from your laser sight, things are now made even more complicated by the greater involvement of civilians. They crop up all over the place, and if they catch a glimpse of a bloke with glowing green eyes skulking along beside them in a black rubber suit, they become understandably quite disturbed.

IT'S THERMO US: Sniper rifle AND thermal vision? You're dead pal.

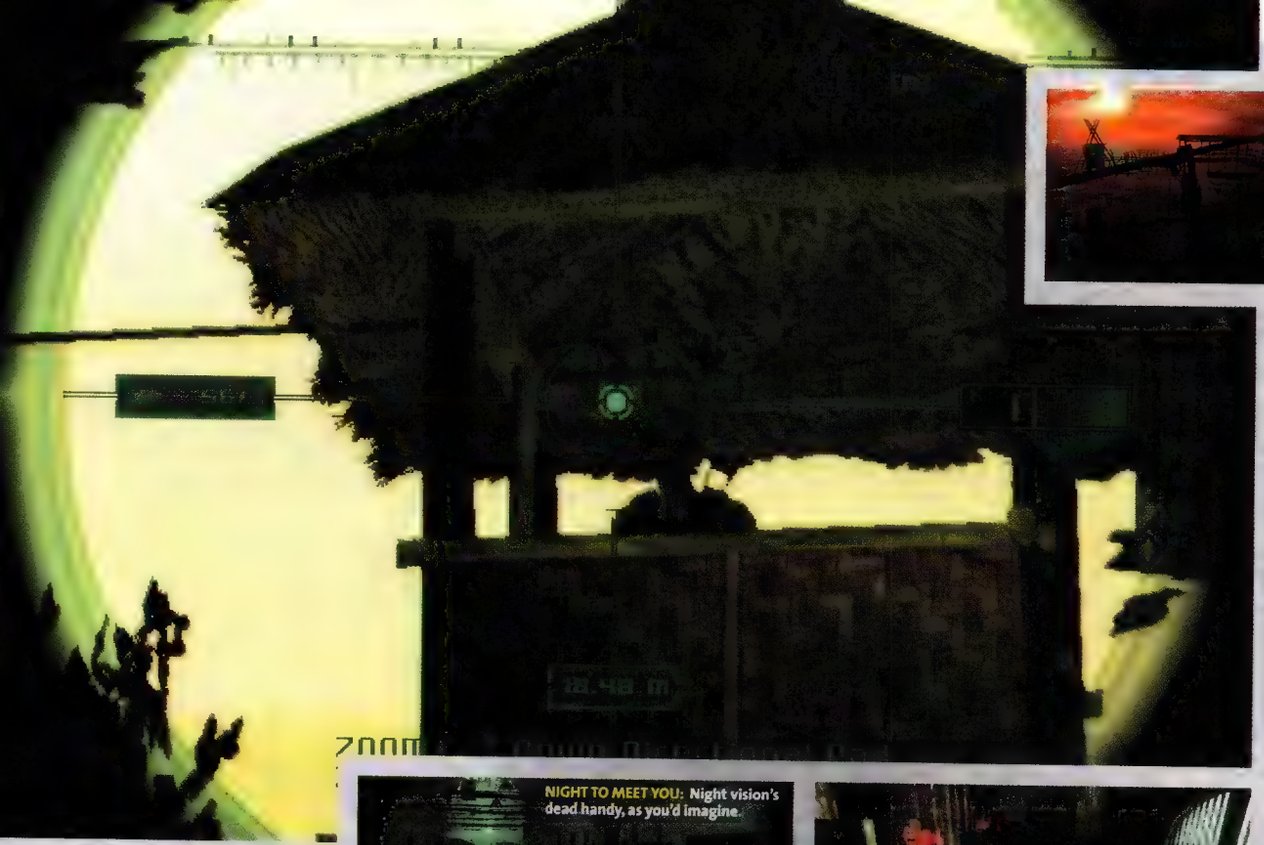
A THING I LOVE: Sam's a massive fan of the darkness.

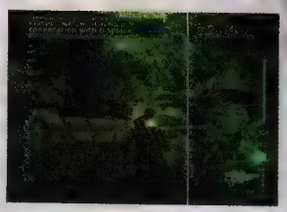
Indeed, it's this need to pay attention to absolutely everything that's going on around you that sometimes makes *PT* unfairly challenging. In our preview build there's all too often a trial and error approach to progressing, with the need for repeating certain segments multiple times just to suss out where all the guards, civvies and security cameras are. But while this is slightly tiresome, the rest of the game's so brilliantly crafted it's still hard not to love it. Just look at the gorgeous visuals in these screenshots and then watch the game in motion on this month's DVD. The use of lighting and shadow is second to none, with the night vision and thermal imaging modes nothing short of jaw dropping. Notably, the variety of environments is much

"CLEVERER THAN EINSTEIN AFTER A MIND-MELD WITH STEPHEN HAWKING"

GETTING THE GREEN LIGHT: Don't you think those are bit of a giveaway?

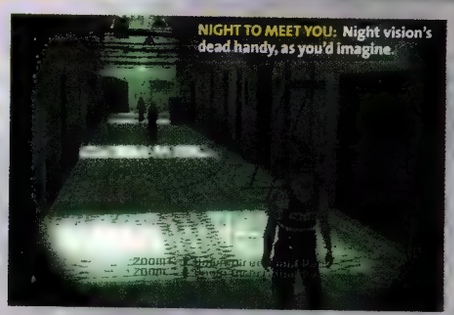
SHAFTED: Look at the lighting. Just look at it!



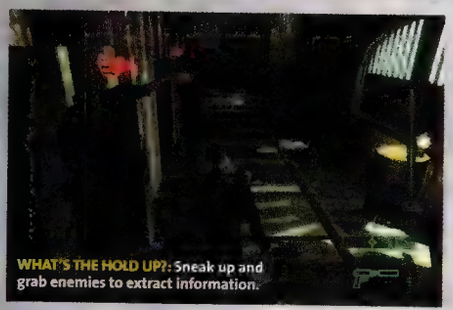


LEVELLING THE PLAYING FIELD

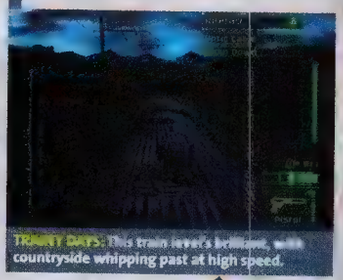
SCPT's levels are bigger and more complex than before. They're also more varied, taking in dense jungle environments and a thrilling ride across the top of a speeding train, in addition to the more familiar office and industrial type levels. Clever use of multiple routes through areas lessens the feeling of linearity, even though they all eventually lead to the same place. This means people will approach the game in different ways. Some will sneak past guards, others knock them out, while others just kill everyone with silenced pistols and drag them into the



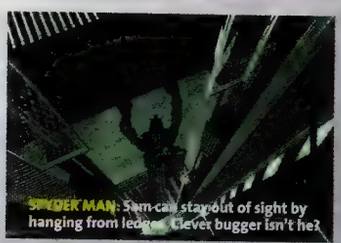
NIGHT TO MEET YOU: Night vision's dead handy, as you'd imagine.



WHAT'S THE HOLD UP?: Sneak up and grab enemies to extract information.



TRAINY DAYS: This train level's brilliant, with countryside whipping past at high speed.



SPYDER MAN: Sam can stay out of sight by hanging from ledges. Clever bugger isn't he?

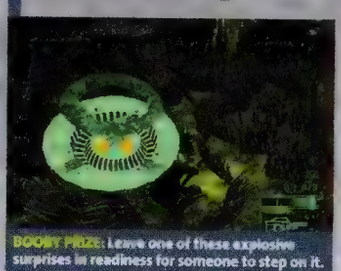
more interesting this time around too, making for a more varied experience. Perhaps most impressively though, there's no real noticeable difference between this and the bulky Xbox version, making it easily one of the best looking games ever made for PS2.

But the major reason we're excited about *Pandora Tomorrow* is the genius addition of an all-new online multiplayer mode. We've got to admit, we never thought that stealth gameplay would translate well into multiplayer gaming, but – and we don't say this often – we were utterly wrong. It's shittin' brilliant. In fact, we'd go as far as to say it *could* be the best online game we've played on PS2 so far. We'll reserve our final judgement for the PSM2 review next issue (code willing), but we're getting hopelessly excited about being let loose on the nation with our best bag of spy tools. We hope you're ready for it too... **PSM**

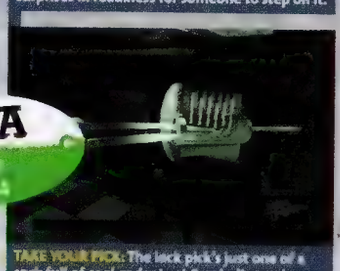
Tom Clancy's Splinter Cell: Pandora Tomorrow *is out June 11th.*

WHAT A TOOL

The vast majority of the spy tools are the same as in the original game, but they've been made easier to access, thanks to some interface tweaking. Items like the lock pick now appear on the screen in context-sensitive options lists whenever they can be used. Grenades are now accessible from the D-pad in-game, eliminating the need for pausing the action to fiddle about with menus. New items include the chaff grenade, which can be used to disable security cameras. The trouble is, they're so loud that using them attracts the unwanted attention of enemies. Sam can also plant handy booby traps now too



BOOBY PRIZE: Leave one of these explosive surprises in readiness for someone to step on it.



TAKE YOUR PICK: The lock pick's just one of a sack full of cool gadgets at Sam's disposal.

ETA

ADE'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

As slippery as Lord Lucan smeared in butter, our droid dodges the searchlights and disappears into the night...

NAME Stealth Droid Lawton **DATE** 15/4/04 **LOCATION** Over there. No, wait...

"OK, so we've had to wait for the PS2 version while Xbox players bang on about how great *Pandora Tomorrow* is. But it's going to be well worth the wait. We loved the first game, and while the single player mode isn't very different, it has been tightened up, made more accessible and generally given some spit and polish. We would liked to have seen more new gadgets to play around with, but we're still having a great time with all the brilliant ones from the first game. Besides, the addition of the new moves adds a little extra to the sneaky gameplay, and the greater variety of environments makes things more interesting than before.

But it's the addition of the stonking multiplayer game that's got us buffing our stealth-suits in anticipation. It's better than we ever imagined it could be – a stunningly original and thrilling multiplayer game. Sneaking through air vents or hanging from overhead pipes while shafts of light from the mercenaries' torches flash around you is unparalleled in the tension it creates. Likewise, there's so many entry points and dark corners to hide in for the spies that it's just as tense when you're playing as a mercenary. Oh, and you get to whisper sweet nothings in the ear of an opponent as you throttle them too. Brilliant, or what?"

MY BEST BIT...

Gassing a hapless mercenary through a window via the brilliant sticky camera, then climbing in and shooting him while he lies helpless.

MY WORST BIT...

Failing a mission multiple times, just for activating too many security cameras – which, half the time, you don't notice until it's too late.

ORIGINALITY ★★★

HANDLING ★★★★★

PRESENTATION ★★★★★

■ DEVELOPER Sony ■ PUBLISHER Sony ■ GAME TYPE Third-person Shooter

SYPHON FILTER: THE OMEGA STRAIN

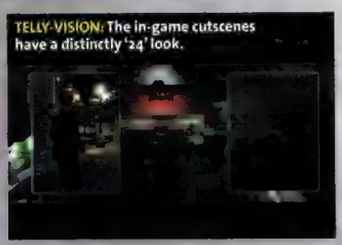
"Gabe's agency is back to eradicate the threat of chemical warfare"

ANTICIPATED FEATURES
- Online play lets up to four people work together as a team. A headset allows verbal commands.
- Customisable characters mean that you can create any action hero that you desire.

WHERE IT'S AT...
- The code that we had at our disposal was very close to complete. With only a few bugs to kill, Sony are on track for a summer release.

If there's one genre that the gaming world could live without at this moment in time, it has to be third-person espionage games. You can't move in your local games retailer without an avalanche of stealth games threatening to bury you. And with the shit that developers have been churning out in order to re-create the likes of *Splinter Cell* and *Metal Gear Solid*, it's no surprise to see the bargain bin containing such mind-numbing titles like *Sneaky Lurker Man: Part III*. OK, so, we made that one up but you get the picture. We wouldn't mind if only these games had some variation to the bog-standard stealth gameplay. Sadly the majority go for style over substance.

Well, fortunately for us, Sony are hell bent on making *Syphon Filter: The Omega Strain* something more than your average *Splinter Cell* wannabe. *Syphon Filter: TOS* (no innuendo intended) sees the return of Gabe Logan. After plying his trade as an anti-terrorist hero back on PSone; he's back to eradicate the threat of chemical warfare in this, his first PS2 outing. This time around you don't slip into his well worn combat boots but play as another member of Gabe's agency that have been assembled to tackle the threat of terrorism. The Syphon Filter virus is spreading at a faster rate than ever before, hence the reason for the tactical unit and the masses of stinking corpses across the globe. You have to battle your way through seventeen missions in total, in locations ranging from Uganda to Toronto, each landscape recreated to great effect (without ever getting down to street-perfect *Getaway*-style cloning). Each mission has various objectives to accomplish, but if you're feeling lazy you can just go for the primary and leave the secondaries for added replay value.

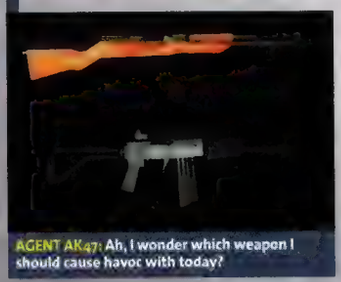


TELLY-VISION: The in-game cutscenes have a distinctly '24' look.

With this being the first PS2 '*Filter* Sony have obviously been able to up the looks off the scale. That said there's plenty about the handling and feel that let you know this is another '*Filter* game. Plus they've crammed in a whole load of nouveau ideas such as the ability to create your own male or female agent. As we said, Gabe is no longer a playable character, but you can now make a carbon-copy of yourself in a *Smackdown*-style design-an-agent mode. There's a training course that you have to navigate before you're thrown into the fray and while this may not seem like an original idea, consider the fact that if you perform well during these sessions you get rewarded with more equipment, so there's plenty incentive to go back for more training. There's also a brand-new online game, and – with the optional headset – you get to bark orders at your teammates. Now you,

GUNS, LOTS OF GUNS

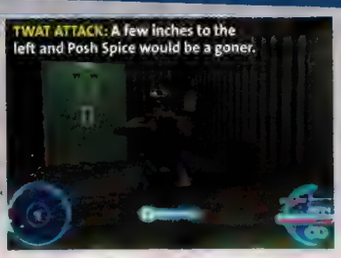
As we all know; guns are not for fun. Well, unless you have a shitload of them and you're wasting enemies from all angles in a videogame. *Syphon Filter: TOS* carries on the great tradition of delicious weaponry in games. There are more than 40 limb-ripping, torso-splitting weapons of choice. The in-game armoury has even been modelled on real life images of the actual carnage makers themselves to give that authentic look during action. Check these bad boys out:



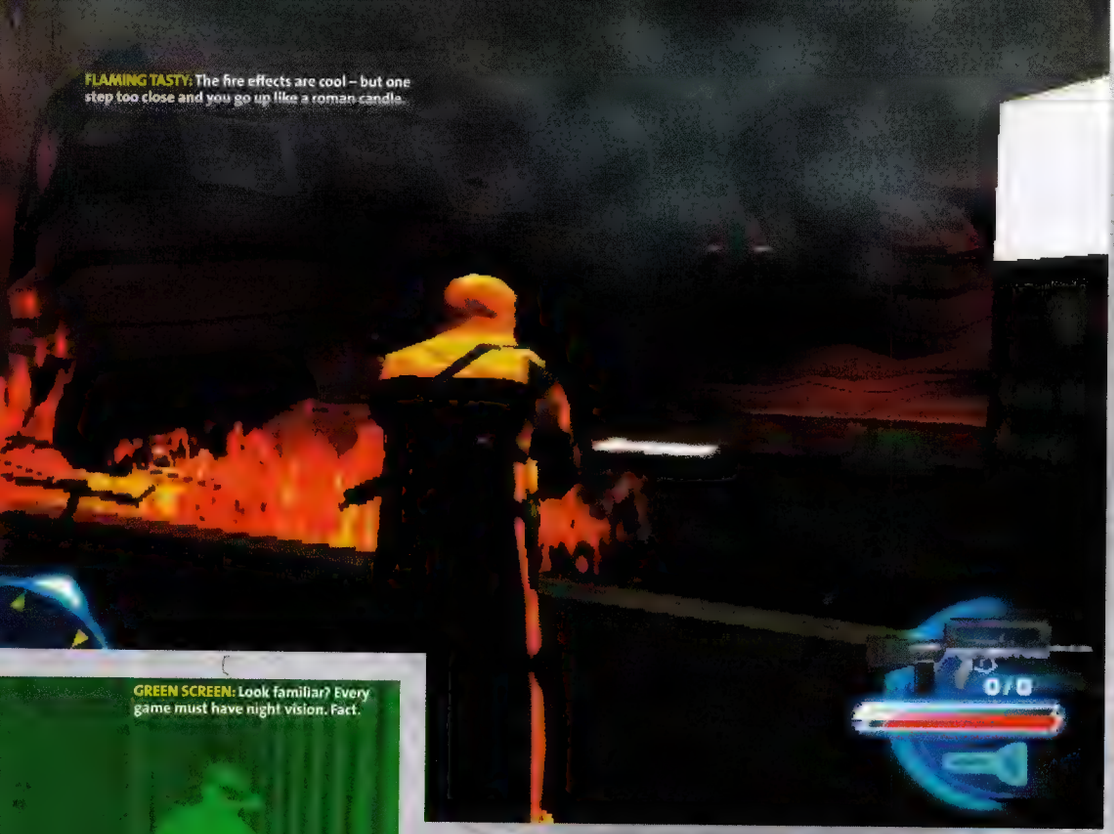
AGENT AK47: Ah, I wonder which weapon I should cause havoc with today?

TOP OF THE CORPSE: You can carry bodies around to stop enemies from finding them.

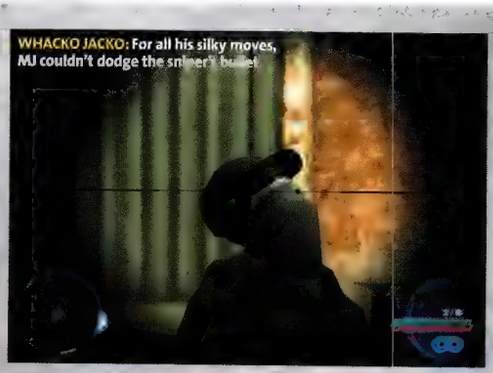
"THE SYPHON FILTER VIRUS IS SPREADING AT A FASTER RATE THAN EVER"



TWAT ATTACK: A few inches to the left and Posh Spice would be a goner.



FLAMING TASTY: The fire effects are cool – but one step too close and you go up like a roman candle.

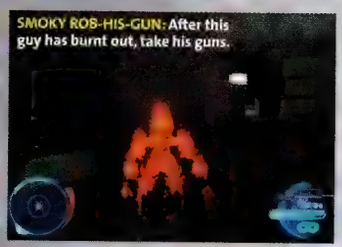


WHACKO JACKO: For all his silky moves, MJ couldn't dodge the sniper's bullet.

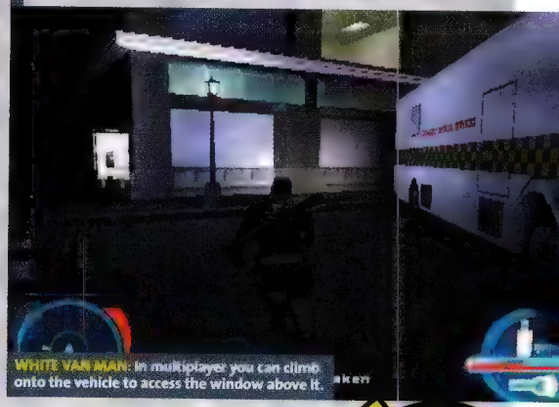
DREAM TEAM

Online play is a massive selling point. Plus *Syphon Filter: TOS* concentrates on delivering a team play emphasis rather the usual deathmatch elements offered by the majority of early online games. This means you can work together and discover new areas that can't be accessed through single-player mode. For example if there's a big wall that you can't climb alone in the single-player game, then your team mate can help you up and then you'll reach down to help them over too. Cool. We'll be comparing how it plays against *SOCOM 2* next issue.

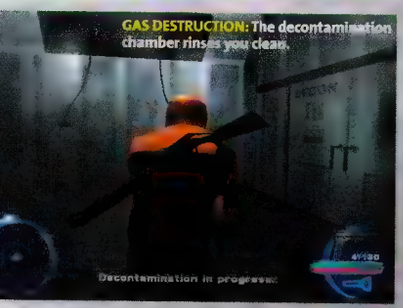
GREEN SCREEN: Look familiar? Every game must have night vision. Fact.



SMOKY ROB-HIS-GUN: After this guy has burnt out, take his guns.



WHITE VAN MAN: In multiplayer you can climb onto the vehicle to access the window above it.



GAS DESTRUCTION: The decontamination chamber rinses you clean.

YOUR GAME: MY FACE

A quality new addition to the action game market is the ability to customise a character in any way you like. No longer do you have to play with the same old character – you can now make a man or woman with their own distinct features. You can edit everything from eye colour to body weight. You could make a massive, all-action Rick Waller look-a-like, if you wanted too. While creating an image is a fun touch, you must also increase your recognition within the 'Agency' by performing well during missions So, the greater the body count you're able to notch up, the more everyone will like you.

DESIGN YOUR GEAR: This section allows you to design your character however you like.

TRAIN TIME: Once you complete a training session you're given a performance chart.

and up to four mates, can take on teams of similarly equipped wannabe terrorists.

The game is looking hot at the moment, but there are certain elements that may hinder the players' enjoyment. For example the targeting system is goddamn erratic. When you try to target an enemy that's standing two feet away, unloading shell after shell into your torso, the auto-aim currently locks onto a guy that's miles away.

The control system currently takes some getting used to as well, due to the fact that you seem to be in a constant struggle against the pad to guide your character around the landscape. But, with a mid-summer release date, the Sony bods have got enough time to decontaminate *Syphon Filter: TOS* of all impurities. We're massively looking forward to this episode of The '*Filter* being huge fans of the (first two) PSone games. Expect a full exhaustive review next issue. PSM

According to plan Syphon Filter: The Omega Strain *should be sneakin' and creepin' in early summer.*

ETA Summer 2004

NATHAN'S OPINION.

LIVE AND DIRECT FROM AROUND THE GLOBE

After mastering the filtering of coffee, PSM2's new scribe get's to grips with Sony's latest offering.

NAME Nathan Irvine **DATE** 16/4/04 **LOCATION** PSM2 Office, Bath

"Being a massive fan of the original *Syphon Filter* back on PSone, I was genuinely excited about the prospect of being able to play the first version for PS2. I wasn't disappointed. The graphics have been polished to a superb degree, and the gameplay is still as good as it was back in the day.

It's rather weird not being Gabe however, but after the tears had dried I fully utilised the create-a-character option to and designed a polygon-perfect version of myself. Only even better looking. This really does add a new dimension and is a first for an action game. Then, after training my namesake up like the James Bond's Midlands-based brother I was ready to face the action. Unfortunately, here there elements that let the game down. Like we say, the targeting system insists on locking onto the enemy that is furthest away, leaving your character counting his exit wounds. And for all of the graphical advances that have taken place since the PSone version, for reasons unknown, Sony seem to have carried over the dodgy controls that feel like you're *driving* your character around. Still, everything else about *Syphon Filter: TOS* is bedrock sold. The storyline is gripping and the action comes thick and fast. Plus, with time to fix the problems and add a few new surprises, things can only get better. Here's hoping."

MY BEST BIT...

Sneaking up behind unsuspecting enemies, and then sliding your cold steel blade across their throats from behind is a sick and slick touch

MY WORST BIT...

Please sort out the targeting system. This, coupled with the unresponsive controls, could be *Omega Strain*'s downfall.

ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★★

■ **DEVELOPER** Midway ■ **PUBLISHER** Midway
■ **GAME TYPE** Action adventure

PSI-OPS

It's all about mind over matter and... erm... making heads explode.

Imagine having psychic abilities. You'd be able to interpret the gaze from a girl you liked the look of to find out whether it's worth approaching for a chat. You could also head to Vegas and make a fortune at the poker tables. Until the authorities grew suspicious anyway. Better still you could move to Blackpool, rent a 'psychic tavern' and call yourself Gypsy Mandolin. Whatever tickles your fancy...

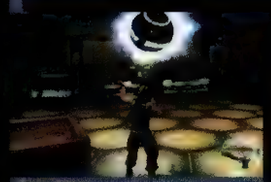
But what if you had the ultimate psychic capabilities? What if you had these powers at your disposal: Telekinesis (Using your mind to move things), Pyrokinesis (using your mind to flambé things) or Mind Control (using your mind to... erm... control things)? What sort of stuff would you do then? You'd probably teach the loudmouth guy in the pub last weekend that pushing in front of you wasn't the best idea he ever had. You may even 'will' every shot at the Arsenal goalmouth, firmly into the back of the net. It's up to you, and anyway, who's going to stop you?

Well, Nick Scryer, the all-seeing hero of *Psi-Ops*, has got all of the skills that we can only dream off. When he's not slaying enemies or blowing up various inanimate objects, he likes nothing more than solving the intricate puzzles laid out before him in Midway's upcoming actioneer Psi-Ops. You want to know more about this mind-control madness? Observe. **PSM**

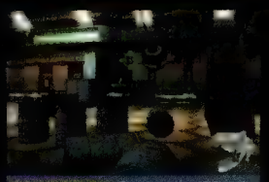
ETA September 2004

Psi-Ops will be blowing minds (literally) when it's released September 2004.

BARREL VORDERMAN: These barrels are already piled up, ready to be demolished.

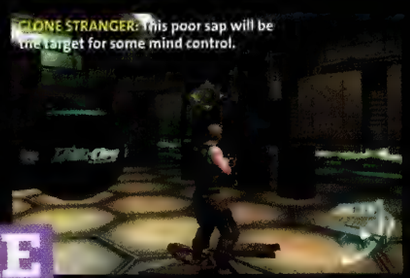

BALL-ISTIC: Use your TK to lift the wrecking ball to a suitable height.

BOWLING START: Release the X button and prepare for impact.


SMACKDOWN: Three spares; it's not quite a strike but it's still a top score.

TEN-BARREL BOWLING

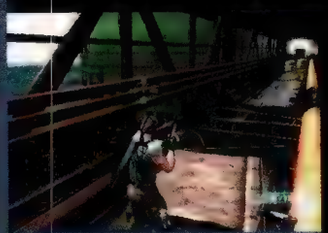
The maiming, frying and general nastiness is tiring work for our bloke Scryer. So when Nick needs to relax, he likes nothing more than a spot of bowling. After lining up his 'skittles', Nick conjures up his telekinesis ability and swings the demolition ball to score a strike.

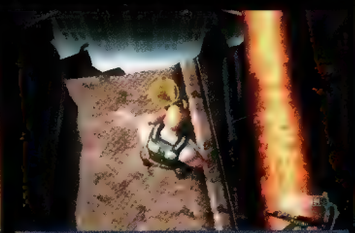

CLONE STRANGER: This poor sap will be the target for some mind control.

"WHAT IF YOU HAD THE ULTIMATE PSYCHIC CAPABILITIES?"

TAKE IT TO THE BRIDGE

As if being outnumbered wasn't bad enough, now the bad guys have destroyed Nick's only means of crossing between two buildings. But what's this? Nick can 'hang ten' on an iron slab and then lift it with his mind to 'surf' his way across the gaping chasm.

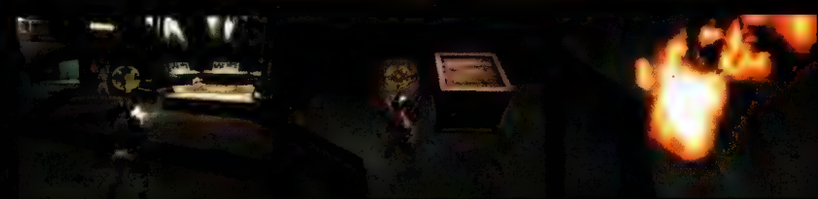

HOLE SHIT: Faced with the tricky situation of crossing a bridge, Nick considers his options.


PICK A SLAB, ANY SLAB: Look out for loose slabs blown apart in the blast and hop aboard.

WHATEVER FLOATS YOUR BOAT: Now elevate the slab with your powers and stay balanced.

SURF'S UP: Once the platform is up in the air, Nick can guide himself over the gap. Sweet.

FICKLE FRIENDS: Once the mind control has kicked in, fire off some rounds at your former friends.



CREATE-A-TRAITOR

When Nick's health is low, he has to be vigilant if he comes across a group of trigger-happy guards. So, rather than risk death, Nick can possess one of the enemies and then turn him on his team mates – much to their disbelief.

CORPSE COOKING: Place your lifeless foe on the boxes then stand well back.

BURN, BADDIE, BURN

Do you like BBQs? Ever fancied throwing a lifeless body onto the flames of a raging fire? Well you have something in common with Nick (you sicko), because after pumping the enemy full of lead, our hero likes to make sure that their dental records are the only thing that can identify the charred remains...

ZAP, CACKLE AND POP

Sometimes shooting people through the head with a bullet just isn't enough. Sometime you need a little more gore. Well, thanks to the 'mind drain' that can be performed on the living or the dead, you can frazzle enemies' brains until their heads explode. Anyone seen Scanners?...

SCATTER BRAIN: Brain drain the bad guys too long and there'll be claret everywhere.

WOOD YOU BELIEVE IT

As an IKEA flat pack expert, Nick was employee of the month for 36 months running. This was because he could pick the heavy items up with his mind, thus saving him from a strained back and frayed nerves. Now he uses his psychic powers to build walkways out of neatly stacked planks nearby.

SHOCKING IT TO YOU: This floor will send 1000 volts through Nick's body.

GET A WOOD!: Pick up these wooden piles using Nick's TK ability.

EASY DOES IT: Make sure you don't drop it or it'll smash into a million pieces.

TIMBER LAND: Starting with the first stack placed furthest away is best.

SMASHING: The piles may break apart but you can still use them.

OAK-RAY: With the stacks carefully in place, Nick can cross the gap safely.

LUMBERED JACK: As in real life, flying into piles of heavy wood is not advantageous to one's

■ **DEVELOPER** Bugbear ■ **PUBLISHER** Empire ■ **GAME TYPE** Racing

FLAT OUT

"Smashing into a wall or tree causes the driver to fly through the windscreen"

ANTICIPATED FEATURES
- Sixteen fuel guzzling bangers to chuck around. They're all unlicensed, so the damage you can sustain is limitless.
- Fifteen main tracks including a snowy hillside, a NASCAR-style racetrack and a sleepy forest township.
- Clever damage system that reacts according to whatever's hitting your car and from which direction.

WHERE IT'S AT...
- Only a couple of courses were available on the code we tested, and the rag doll stuff was largely incomplete, but it's getting there.

Where driving games are concerned, people can be broadly divided into two categories – there are those who pore over the manual, learning about nozzle settings and shaft specifications. They spend ages selecting a car; tweaking tyre pressures until they finally start a methodical, clinical run on a course they've spent the last two nights learning. On the other hand, there are those who feverishly skip cut-scenes, flip through menus and select absolutely *anything* so they can dive straight into the action. They then proceed to drive down the course in the wrong direction in an attempt to cause an almighty pile-up, completely oblivious to any notion of 'racing'. This game primarily appeals to the latter group, but even seasoned sim fans will feel a sting of love for it.

Every game needs a gimmick. *Flat Out* is no different – advanced physics are the order of the day. And when we say advanced, we mean *advanced* – the sheer amount of splintered wood, twisted metal and flailing corpses you see during an average race is absolutely brutal. Yes, you heard us right, *flailing corpses* – smashing into a wall or tree causes the driver to fly through the windscreen, careering into scenery and twisting around objects in sickening ragdoll-o-vision. Objects also react in accordance to your fender-bending – so wood shatters, metal bends and piles of tyres burst into a hail of flying rubber. These adaptable physics not only look nice, but they make sure every race is different – so in one race a pile of tyres might cause an AI car to tumble across your path spitting sparks and tossing it's driver onto your bonnet, and another could see you knocking a water tower over so it lands on your opponent's roof and gives you a head start.

The handling is quite satisfying in that you can't simply hurtle around twiddling the analogue sticks like a sexually-frustrated baboon – you have to nudge it ever so slightly, making adjustments with the D-pad and gently applying pressure to the accelerator. Anything more forceful will simply result in a violent spill.

With further tweaking of the already brilliant physics promised, this could be the biggest racing surprise of 2004.

Flat Out *is released in September.*

SMASH N' GRAB: Seconds later he's crumpled beneath a tree. And weeping. Probably.

BODY TALK

The character models were incomplete in this preview code, and some of the physics need tweaking, but it's no less fun causing your (and the AI-controlled opponent's) driver to fly into obstacles. Especially twisted is the ability to knock things over with his limp corpse, or how you can pierce his face with planks of wood jutting through the windscreen. Beautiful.

ANDREW'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

After afixing his crash helmet firmly to his noggin, Andy pulls onto the track.

■ **NAME** Andrew Kelly ■ **DATE** 15/4/04
■ **LOCATION** PSM2 Office, Bath

"There's nothing we love more than motiveless destruction – and *Flat Out* delivers by the skip load. The handling takes some getting used to, but give it time and you'll find it quite refreshing. The cars feel heavy, the courses are littered with smashable objects and then there's the morbid thrill of tiny men going headfirst through windscreens. If the remaining tracks (there's a race track, a snow-covered mountain and a town, among others) retain the same thrills then *Flat Out*'s definitely going to be a winner. Maybe some tweaking of the handling will make the game more accessible for people who just want to fling cars around and break stuff."

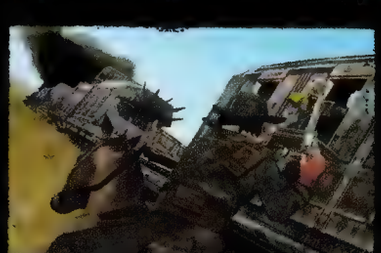
MY BEST BIT...
■ Cruising along only to hit a stray log and go flying into an operatic barrel roll.

MY WORST BIT...
■ If you crash, it takes an age to reset. I wish longer when your driver falls out.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

RED·DEAD REVOLVER

COMING
28TH MAY



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PlayStation.2

16+ www.pegi.info

XBOX

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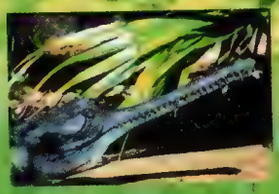
MGS3
SNAKE EATER

THE LOCATIONS

THE JUNGLE



We've already seen countless screens and of lush vegetation but where in the world is the jungle in *MGS3*? Well, thanks to our distinctive friend the Indian Gharial (the species of crocodile featured in the game) it's possible to place *MGS3* pretty accurately. They are found within the river systems of the Brahmaputra (Bhutan & India), the Indus (Pakistan), the Ganges (India & Nepal), and the Mahanadi (India).

The Gharial is distinctive thanks to it's needle-like teeth and long, delicate, reptilian features and long thin nose and lives in areas of deep, fast moving rivers.

Interestingly the Gharial almost became extinct in the late 80s and only through major conservation work to increase numbers did it survive. Perhaps this was on account of Snake getting partial to 'Gharial a la bracken' during *MGS3*?

THE CAVES

After battling through the jungle Snake reaches a system of caves. Not only is this a great excuse to show off the game's lighting effects, but it alters the gameplay. Do watch out for the bits where Snake carries a flaming torch into the cave and sends shadows (and formerly roosting bats) shimmering all around.

The caves also prevent Snake from using any noisy weapons. How so? Because the sound of a gun bounces around and brings guards running from miles away. Clever.

THE ABANDONED FACTORY

As previously hinted there are buildings in the game. The caves lead to a final base which – thanks to the scripts – we know consists of at least an abandoned factory and a hanger. This base would appear to be where The Cobras are holding Director Sokolov (see The Scripts later).

THE HANGAR

The scripts refer to Snake's bomb being planted in a hangar – unfortunately it is discovered. But whose hangar is Snake trying to destroy? And what's in it? Perhaps it's home to our next game 'location'.

THE DRONE

There's a MiG (jet) pilot in the script who can't catch Snake's drone. The drone flies at 30,000ft at Mach 3 (higher and faster than any parachute drop). This implies that there is some kind of aircraft in the game. Perhaps Snake escapes in an aircraft (or during a cut-scene)? More likely he uses some kind of small jet or glider to enter the game before abandoning it and parachuting in as we've seen in the trailers.

MGS3 FIGHT CLUB: LESSON 1: THROW & HOLD-UP
Check the new combat system. Snake captures an enemy soldier. Then he threatens him with his knife to keep him from struggling. Then, once he's still Snake throws him on the ground and does a hold-up with his gun.

Plot!
Locations!
Characters!
THE WHOLE FRIKKIN' LOT!

METAL GEAR SOLID 3

Only PSM2 gets you closer to the close quarters combat, splashes the storyline and uncages the characters. We're in the bushes right now. Behind you...

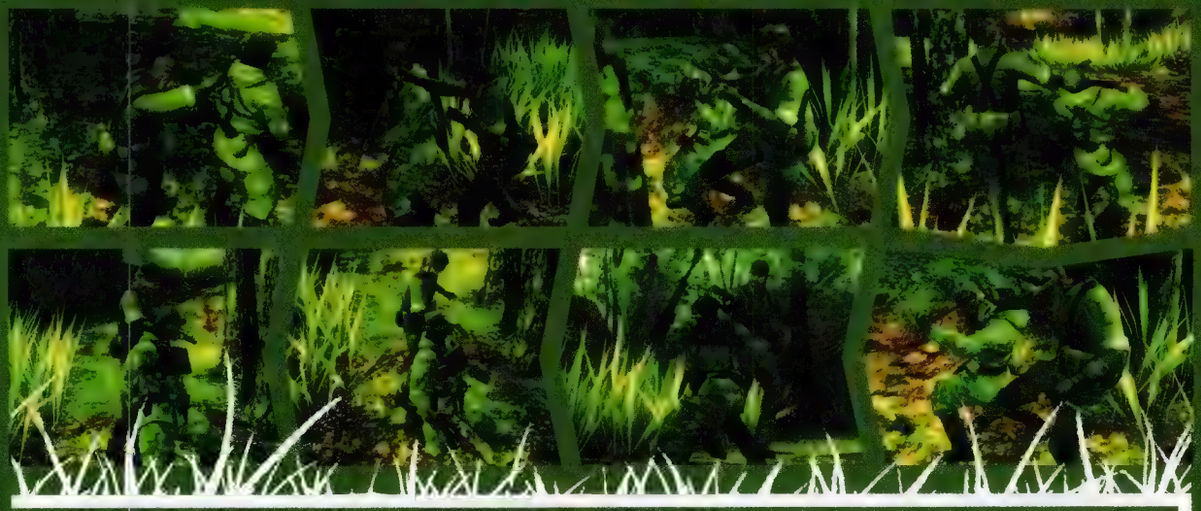
WARNING! SPOILERS!

It's all here. We've sat through lectures at Konami HQ explaining how the camouflage system works. We've got a ten minute-plus demo of it in action (check the DVD) and we've got *MGS* combat expert Motoaki Mori to give us the low-down on the game's amazing Close Quarters Combat system. But, potentially most explosive of all, we've got leaked scripts from the game that – if they're genuine – blow the lid clean off the game. If you want to know the works read on...

MGS3 SNAKE EATER

MGS3 FIGHT CLUB: LESSON 2: CAPTURE
Snake takes another guard by surprise. With a combination of shoulder push and back-of-the-knee kick Snake brings down his limp target. From here he can hold him captive with a gun or knife threaten.

"FOR MERITORIOUS SERVICE I HEREBY AWARD YOU THE TITLE OF BIG BOSS..."



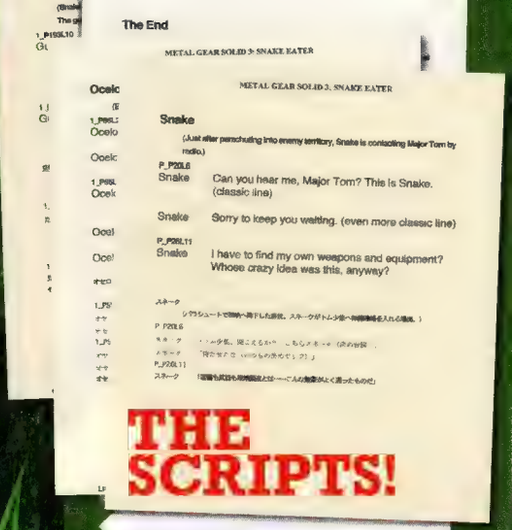
THE CAMOUFLAGE!

Leaf camo + Face Paint + Lying down in some leaves = Invisible!

You probably saw our camouflage feature last month. If not, boy did you miss a treat. Phew!... Still here? Oh, you want us to say it again. Ah well, here's the skinny. Snake uses different camouflage outfits (instantly selectable in much the same way that you select weapons) to best match whatever background he's against. In addition to this he can select different face-paints to blend in even better. IN ADDITION TO THIS he can stand, crouch, sneak and crawl to blend in EVEN BETTER. With us so far?

It sounds baffling but it's actually pretty simple. The camos and face paints are quickly selectable and the stances are changed with a simple button push. It's up to you to realise that the tree bark camo with the black face paint makes you invisible if you press up against a shady tree trunk. The camouflage index top right tells you how you're doing from 100% (only visible if the guard actually steps on you) down to 0% (about as subtle as Slipknot gig). And because the changes are instant you can flick through them at will searching for the best (least conspicuous) combo.

Watch the Accelerator section of the DVD to see it in action.


The End
METAL GEAR SOLID 3: SNAKE EATER
METAL GEAR SOLID 3: SNAKE EATER
Snake
(Just after parachuting into enemy territory, Snake is contacting Major Tom by radio.)
P_P20L6
Snake Can you hear me, Major Tom? This is Snake. (classic line)
Snake Sorry to keep you waiting. (even more classic line)
P_P28L11
Snake I have to find my own weapons and equipment? Whose crazy idea was this, anyway?

THE SCRIPTS!

EXCLUSIVE! Amazing plot and character info unearthed by PSM2 spies!

Here's the deal. Our spies have fingers in many pies. So when a US-based casting agency began auditioning for voice over parts for different roles in 'Metal Gear Solid' we found out about it. Posing as a jobbing actor we received the following scripts with which to audition. These chunks of script appear genuine (being faxed copies of pages bearing all the hallmarks of coming from Konami HQ). Note the Japanese translation below each line. It's either written by a total 'Gear-head out for hoaxing or Mr Kojima himself.

But perhaps the most insightful clue as to their authenticity comes with the removal of the casting from the agency's website after we drew it to Konami's attention and asked them to comment...

Here's the scripts in full. The words appear exactly as they do on the faxes. Read on and decide for yourself.

CIA DIRECTOR

(Snake receives a medal from the director of the CIA in a ceremony.)

"For meritorious service above and beyond even that of The Boss..."

"I hereby award you the title of Big Boss."

"You're a true patriot."

DIRECTOR GLANIN

(In his room. He's drunk. He's talking to Snake, who has just entered.)

"Stop making such a racket. You're spoiling my drink. So, you're the intruder everyone's talking about. Typical capitalist dog – no manners at all."

"These bastards will live to regret this. And when they themselves are the targets, then they will know my true greatness!"

DIRECTOR SOKOLOV

(Sokolov is talking to Snake in his room in the abandoned factory.)

"Exactly. They wouldn't need that many men just to keep me inside. Their orders were to prevent Colonel Volgin from capturing me. Even if it meant killing me in the process, or so it would seem."

ENEMY SOLDIER

(Spotting a man in a GRU military outfit.)

"You... you're from the Ocelot unit of the Spetsnaz!"

(Unsettled after realizing it is Major Ocelot.)

"Sokolov is ours. Now get out of here."

(Shot by Ocelot.)

EVA

(Talking with Snake.)

"His army is headed this way. The colonel is gathering his troops together to face them. If we don't get a move on, the security will become even tighter..."

MGS3 FIGHT CLUB: LESSON 3: HOSTAGE
Snake takes on a group of guards, defeating one with a little hand-to-hand magic before using him as a human shield before firing (in first-person view) over his shoulder. Complicated – but very cool.

JOHNNY BE GOOD!

Hey, welcome back buddy! If the scripts we discovered are true it seems that Johnny Sasaki – one of the unsung heroes of the *Metal Gear* game is in *Metal Gear 3*! For those that don't know Johnny Sasaki is the hapless guard who suffers all the crap in every *Metal Gear* game.

Remember the naked guard, robbed of his trousers, face down with his pixelated arse in the air in *MGS1*? Yup, that's Johnny. And who could forget the guard with the shits at the torture cell later on? Yup, Johnny again. And then there's his two roles in *MGS2*. Firstly he's the guard in the toilet complaining about having the shits AGAIN (equip the D-Mic and spin around instead of listening to Olga and Solidus) and secondly, during the scene with Emma crossing the bridge with the claymores. You can hear the shit-ridden sod try to get off with her by using your D-Mic!

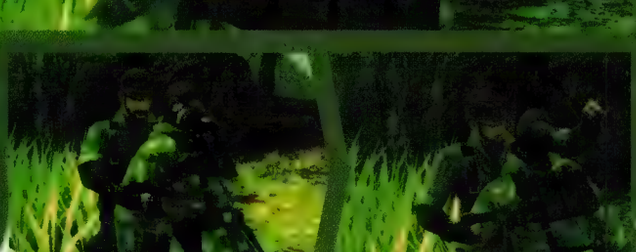
According to the leaked *MGS3* scripts he once more plays a guard in charge of keeping Snake caged – and making a bit of a balls up of it. Welcome back Johnny!

"I HAVE TO FIND MY OWN WEAPONS AND EQUIPMENT? WHOSE CRAZY IDEA WAS THIS?"

MGS3: IN SPACE!

(our most pointless and frankly unbelievable campaign ever continues)

Last month we hatched the notion that MGS3 is set in the future – IN SPACE! It's not Big Boss, back in the 1960s at all! It's the 'Son of Snake' being duped into thinking that he's Big Boss back in the 60s! The real year is 2112 (or something) and New Snake is inside a giant orbital bio-dome, the subject of a Truman Show-style observation experiment aimed at recovering lost info only Big Boss (and his subsequent clones) could know. Go on Kaj' our ending is obviously waaay better than anything you were planning. Right?



THE STORYBOARDS!

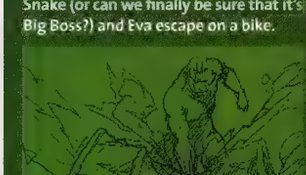
These storyboards from Konami (yup, these are definitely genuine) spill much beans too. Snake in an eye patch, a sexy accomplice and a young Ocelot?...

Well hello there. Snake enjoys a little female company. But who is she?

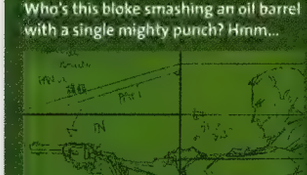
Snake in an eye patch? Does this mean that you play Big Boss after all?

The girl is labelled EVA in this shot – which ties in with our script (top right).

Snake (or can we finally be sure that it's Big Boss?) and Eva escape on a bike.



Who's this bloke smashing an oil barrel with a single mighty punch? Hmm...



And that certainly looks like a revolver to us. Could this be a young Ocelot?

(EVA offers Snake some food. From "I'll bet" onward, her voice gradually becomes more and more sultry)

"You should eat some real food once in a while. (Touching Snake's lips with her index finger) I'll bet if I kissed you, you'd taste like a wild beast."

GUARD (JOHNNY)

(Snake is in a prison cell. The guard approaches the cell. He relaxes his guard and talks to Snake)

"Hey, you're not such a bad guy. I guess not all Americans are scum."

(Snake asks Johnny to let him out... The guard comes to his senses)

"Huh? But I can't do that (His voice becomes stern) Hey, don't you go getting any funny ideas. If you try to escape, I'll have to shoot you."

HANGAR INTERCOM

(In the hangar, Snake's time bomb has been discovered)

"Emergency! A bomb has been detected. All non-EOD (Explosives Ordnance Disposal) personnel must evacuate immediately."

"Repeat. A bomb has been detected. All non-EOD (Explosives Ordnance Disposal) personnel must evacuate immediately."

MIG PILOT

(The MiG picks up the drone carrying Snake on it's radar, but is unable to catch up to it)

"Control, aircraft of unknown nationality detected. Altitude is 30,000 feet."

"It's fast! Estimated air speed is greater than Mach 3. Bearing south... I'm about to lose it."

OCELOT

(Before his battle with Snake)

"Sorry to disappoint the Cobras, but you're mine now."

"Twice now you've made me taste bitter defeat."

"Ocelots are proud creatures. Ordinarily, they hunt alone."

"12 shots... this time I've got 12 shots."

"Draw!"

PRESIDENT JOHNSON

(Talking to Khrushchev)

"The "Davy Crockett" atomic battle group delivery system was completed two years ago. But serious problems were found with the system's range and precision, and although they were mass-produced, they've never been deployed in battle."

SNAKE

(Just after parachuting into enemy territory, Snake is contacting Major Tom by radio)

"Can you hear me, Major Tom? This is Snake. (classic line)"

"Sorry to keep you waiting. (even more classic line)"

"I have to find my own weapons and equipment? Whose crazy idea was this, anyway?"

THE END

(Before his battle with Snake The End is whispering to the spirits of the forest. At first, his voice is so faint that it sounds as if he might keel over and die at any moment)

"I beg of you, grant me the strength to take down this final prey. Let me linger in this world just a little longer..."

(As he speaks, his dentures come out, making it difficult to speak. His face, covered with liver spots, pockmarks and deep wrinkles begins to undergo a transformation. The old man is rejuvenated)

"Curse you for waking me from my sleep!"

"If you hadn't shown up, I could've known true peace at last."

MGS3 SNAKE EATER

CLOSE QUARTERS COMBAT!

It's hard to believe that Motosada Mori used to train SWAT teams. This is the diminutive weapons expert that has been at the heart of the action of the *Metal Gear* games since *Metal Gear 1* on PSone. And all this despite looking like a man that wouldn't say boo to a particularly frail goose.

He's the guy who briefed Kojima as to what weapons he should have in the game. What they can do and how they should be handled. And what's his major innovation for *MGS3*? Close quarters combat – or CQC.

CQC is the latest hand-to-hand fighting technique performed while equipped with a gun in one hand and a knife in the other. *MGS3* features genuine CQC moves each time you've got the knife and gun equipped. The result is the most realistic close-up fighting we've seen in an action game. Mr Mori explains:

PSM: Tell us about CQC.

Motosada Mori: In actual battle, it is used in the jungle, bushes, and indoors when you cannot use a gun. It is also used when terrorists with hostages are in an airplane, say. The technique has been developed for when you have to fight multiple enemies that are very close to you, or when you don't know from where you will be attacked. It is a total combat technique used when have fight with your bare hands, knife, and gun.

In *MGS3* CQC effects not only the posture of the character and how you throw the enemy, but also how you walk and look at things. I think fans will enjoy this.

PSM: Where did you learn this particular technique?

Mori: When I was a SWAT instructor about ten years ago I realized the necessity of this kind of battle and learned it then. Only after reaching a certain level in the use of guns, knives, and my bare hands was I able to practice CQC.

PSM: And there's a special knife combat knife?

Mori: The serration on the back is really unique. You hook this onto the enemy. In other words, with this side, you fix the enemy so that they don't move. With a knife of this shape, you can hook it onto an enemy and control them while using the bottom of the handle as an impact weapon. So you can cut, hit and fix an enemy with one knife.

STRANGLE ENEMY'S NECK AND USE ENEMY AS SHIELD
In real combat, do not show your face like in the photo. Only your left eye should be showing at most.

BASIC POSTURE
Relax when standing. Do not have unnecessary tension in your body so that you can move quickly. When putting away weapons, do so one by one. Look around and make sure you don't hurt anyone in the process.

MOTOSADA MORI'S CLOSE QUARTERS COMBAT MASTERCLASS!

Learn the fine art of beating people up the MGS3 way!

STUN BY A BLOW
Use this when you are too close and cannot fire a gun. Determine where the attack is coming from, and shift the focus of the enemy attack from you.

If the enemy comes punching at you, move to the right and deflect their hand with your left hand. Next hook the serration of your knife onto the enemy's left arm and pull the enemy towards you.

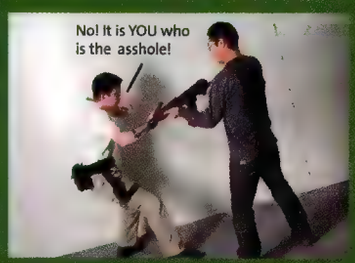
Due to a natural reflex the enemy will pull back and try to stay in position. Utilize their pulling back and move forward. Hook your left leg onto the enemy's right leg and apply pressure to put the enemy off balance.

The enemy is nearly under your complete control. Now while using your natural force of moving forward, stun the enemy with a blow to the enemy's chin with your gun hand.

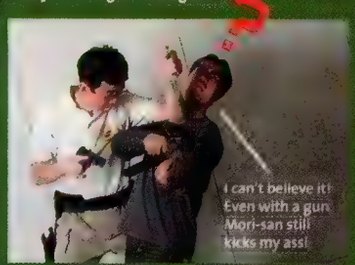
With the leg hooked, the enemy cannot pull back further. And with his/her chin being pushed against they cannot move forward. The enemy is off balance and is also defenceless.

THROW (FROM THE FRONT)

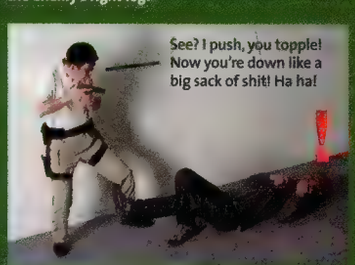
When attacking an enemy with a rifle from the front take a slanted pose and approach the enemy quickly to shift the focus of the attack from you.



Hold the enemy's right hand (mainly the fingers) with your own gun's handguard.



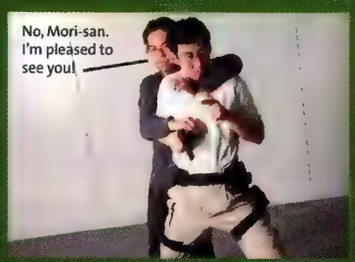
Push it up so that the enemy's gun points the other direction. At the same time, hook your left leg onto the enemy's right leg.



Give him a push and the enemy will lose balance easily. You can now threaten him with your gun.

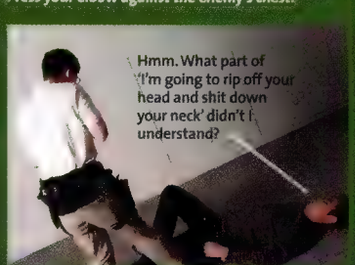
THROW (FROM BEHIND)

When encountering an enemy with a rifle who attacks you suddenly from behind here's what to do.

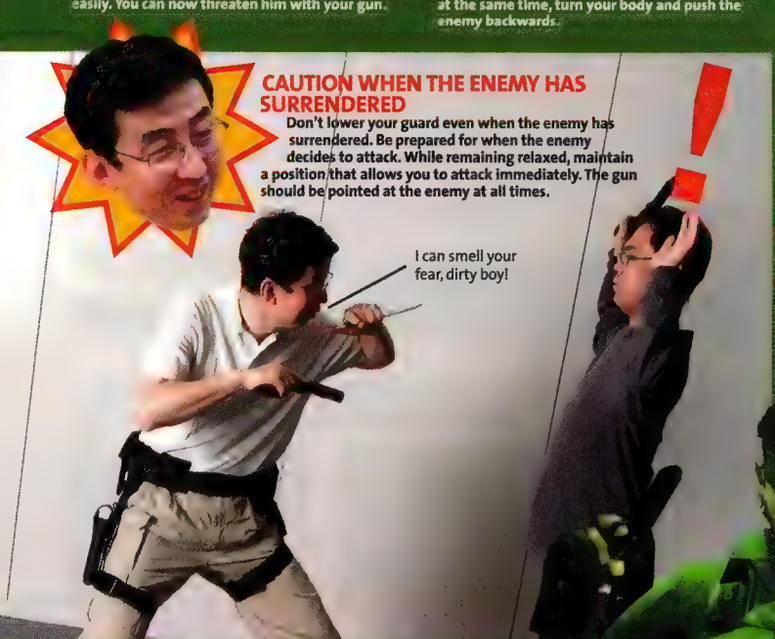


Your arms are being held so you cannot use your weapon. Do not move forward to try to get the enemy off you. Instead lean back towards the enemy by shifting your centre of gravity.

Tilt yourself diagonally and pull out your right leg. Press your elbow against the enemy's chest.



Now hook your right leg onto the enemy's leg. And at the same time, turn your body and push the enemy backwards.



CAUTION WHEN THE ENEMY HAS SURRENDERED

Don't lower your guard even when the enemy has surrendered. Be prepared for when the enemy decides to attack. While remaining relaxed, maintain a position that allows you to attack immediately. The gun should be pointed at the enemy at all times.

THE CHARACTERS!

Scripts analysed – characters explained...

SNAKE

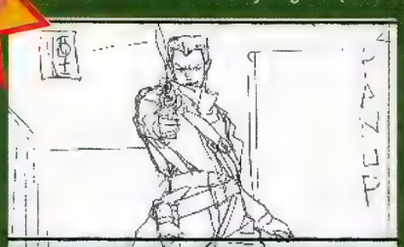
Of course there's a script for Snake. This seems to be from the beginning of the game. We love the character Major Tom (from the old David Bowie song Space Oddity) and Snake asking 'Can you hear me Major Tom?'. Genius. And, of course, Snake has to find his own weapons and equipment. Classic.

THE CIA CHIEF

The CIA (American Central Intelligence Agency) Chief rewards Snake with a medal and christens him Big Boss – an accolade that puts him above 'The Boss'. It's not known who The Boss is yet (but in *MGS* traditions it could be an alternative nickname for one of the characters below). Does this conversation take place at the game's end, with the 'trainee' Snake taking on the title of Big Boss for the first time?

REVOLVER OCELOT

He is the head of the Ocelot unit of the Spetsnaz (a division of the Russian army). He is wearing a GRU uniform (the GRU being the Glavnoye Razvedyvatelnoye Upravleniye). The enemy solider script confirms that it is they (ie, the enemy) who are holding Sokolov. In Ocelot's script he refers to this 'enemy' as The Cobras. It seems likely that the majority of guards in the jungle, and the force holding Director Sokolov are therefore 'The Cobras'. The enemy soldier's comments to Ocelot (and his being shot by Ocelot) confirm that Ocelot (and the GRU) are at war with The Cobras. The sketches from Konami show a young man (with



distinctive clothing and a widow's peak) toting a revolver. Is this the 'young Revolver'? If so his youthfulness appears to confirm the 1960s setting.

Revolver also mentions that he has twelve bullets – implying that he has two revolvers at this stage of his life. Strangely he also says that Snake has beaten him twice before. But if this is the first time they've met (ie, the game being set before *MGS* and *MGS2*) then how could he have beaten him twice? Two options: One, they've fought twice in *MGS3* by this point or the game isn't set in the 1960's at all...

DIRECTOR GLANIN

Director Glanin (his name is classically mis-spelt 'Granin' in the Japanese script, with a hand-written correction) is clearly a boss figure in the game and he has clearly captured Snake and is taunting him. Could this be the head of a small outpost in the jungle that, via an elaborate set piece, captures Snake (and set's the scene for a daring escape)? But is Glanin with Ocelot, Volgin and the GRU or with the 'enemy' troops patrolling the jungle and guarding Director Sokolov? Either way he thinks Snake is a 'capitalist dog' and has a major bone to pick with someone in the game.

DIRECTOR SOKOLOV

Sokolov would appear to be a friendly character. He is being held captive in an abandoned factory (in the jungle?) by troops there. He mentions a Colonel Volgin who is clearly also trying to capture him. Seems that like *MGS2* the plot isn't a simple story of 'good guys versus bad guy'. Is Sokolov the 'target' with both Snake and Colonel Volgin battling capture him?

COLONEL VOLGIN

It seems most likely that Volgin is a Russian (Volgin most likely derived from the Volga – Russia's biggest river). He is in league with Ocelot in trying to capture Director Sokolov (and Snake has got to him first).

EVA

Eva is a friend to Snake (or most likely becomes a friend after they have a violent fracas) who refers to 'his army heading this way' and that 'the Colonel is gathering his troop to face him'. The Colonel is most likely Colonel Volgin who is rallying his troops against The Cobras. This places Eva as an ally to Colonel Volgin and Ocelot – albeit one that has obviously taken a shine to our Snakey boy judging by her 'wild beast' comment... (see the scripts back a page).

She also mentions that security will become even tighter, implying that the two are working together (against The Cobras and Ocelot's GRU) perhaps in a quest to free Director Sokolov.

Potential madness warning: OK, just indulge us for a minute OK. The name Eva is actually written in capitals on the script (E.V.A) could this be some robotic acronym? Is Snake's sidekick really a human or a sexy, husky-voiced, mini metal gear?

JOHNNY THE GUARD

This has to be the return of Johnny Sasaki (see Johnny Be Good box back a page). The 'enemy' have captured Snake – this may be part of the confrontation with Director Glanin in the abandoned factory – and Johnny is the softy who's put in charge of guarding him. What's the betting this famously weak character unwittingly enables Snake's escape once again?

PRESIDENT JOHNSON

This is obviously President Lydon B Johnson, the President of America between 1963 and 1969. He speaks to Nikita Khrushchev, the Russian Premier (in office between 1958 and 1964). In real-life the two Presidents had a hotline installed (so that they could chat to each other directly) after the Cuban missile crisis – which took the world to the brink of nuclear war – in 1963). Given these timings this places the conversation in the script (and therefore the *entire game*) between Winter 1963, after JFK's assassination and 1964 before Khruschev relinquished power.

The Davey Crockett Battle Group he refers to was an actual weapons system of the time. It was a portable nuke, and though termed a 'grenade' was actually carried as a backpack. It was never deployed on account of the unlikliness of anyone who delivered the bomb ever getting sufficiently far away to survive the blast. Plus if you fly in a nuclear bomb via a missile you're far less likely to get stopped crossing a border or trying to make it through a metal detector...

THE END

Not the end sequence of the game but the name of a character – that name implies the final boss character? The End seems to be a spirit that has possessed someone else. His 'death' is this 'spirit' leaving the body he possessed and the host body returns to normal. Remember Ocelot being possessed by Liquid Snake's severed arm? It wouldn't be the first time this has happened in an *MGS* game. But who does The End possess? Is it a good character who turns bad?...

"PICKING UP PARTNERS FOR A SUPER HALLUCINOGENIC BANG-A-THON"
SCOOBY DOO PAGE 61

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

58 TRANSFORMERS
See just how highly we rated these robot/car/boat/plane '80s throwbacks in their first ever PS2 outing right here.

52 VAN HELSING
We stab up the undead with pointy sticks and snuffle garlic till our mouths bleed. Vampires and ghouls beware...

70 DISGAEA
Like moving little blokes around unrealistic landscapes? Love your Hit Points and Magic Points? Then read our Disgaea review right now!

You want more?!
We've got reviews of Serious Sam (72), Karaoke Stage (64), England International Football (66), Firefighter F.D.18 (60), MTX Mototrax (56), plus loads more...

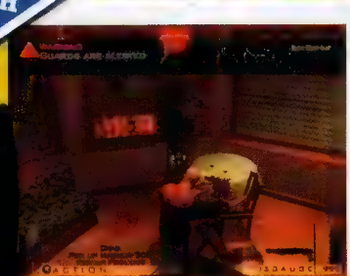
WELCOME...

DAN G

Why is it that a shaved, shiny noggin makes some people look dead hard and others soft as Ben and Jerry's? Think about it. Telly Savalis, you wouldn't mess with, would you? Yul Brynner? Vin Diesel? Scary men one and all. Then on the other hand, there's George Dawes and Fred Elliot. See, it's one of life's dichotomies.

Agent 47, definitely falls into the former category. Dressed and shaved, quite literally, to kill, he's the toughest *most unrelentingly brutal* game heroes we've ever played.

While we're on the subject of tough guys, we'd like to introduce you to Red Harlow, chisel-jawed, pistol-packing hero of Rockstar's all-action Spaghetti Western inspired shooter *Red Dead Revolver*. It's looking like another sure-fire hit for the same darn rootin' tootin' crazy fellers who brought us the mighty *Grand Theft Auto*. Check our definitive review for evidence.



HUGE REVIEW ► PAGE 48

HITMAN: CONTRACTS

Massive review of the most murderous PS2 game ever made!

PLAYING PS2 LONGER, HARDER,

► DANIEL GRIFFITHS
EDITOR: PSM2 Boss man Dan G has taken his love for *Hitman: Contracts* too far. He's begun, literally, 'hitting men' randomly in the street. Makes a change from hitting 'on' them, eh?
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Hitman: Contracts*

► DANIEL DAWKINS
DEPUTY EDITOR: Dan's on holiday which, traditionally, means that we can be unusually harsh in his intro. But we wouldn't do that. The leek-muncher might not like it.
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *MTX Mototrax*

► JORIN SIEVERS
PRODUCTION EDITOR: Jorin's looking a bit tired due to constantly having to fend off a member of the clergy, he tells us. Thing is we have no idea why this 'bishop' needs 'bashing'.
SPECIALIST IN: Strategy Action
FAVE GAME THIS MONTH: *Van Helsing*

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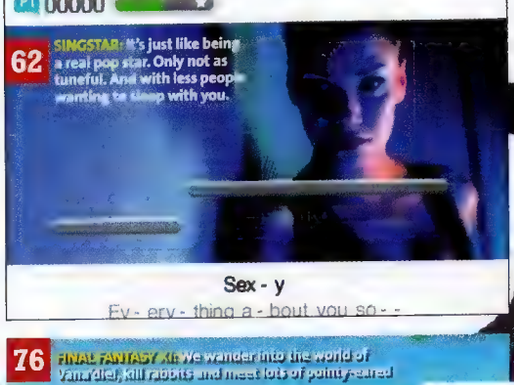
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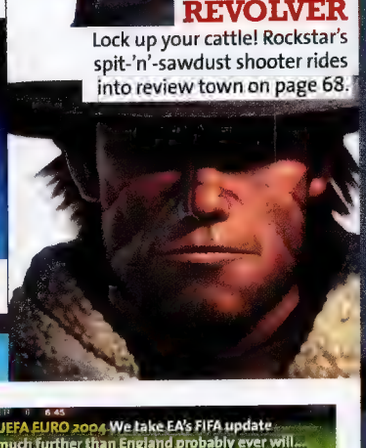
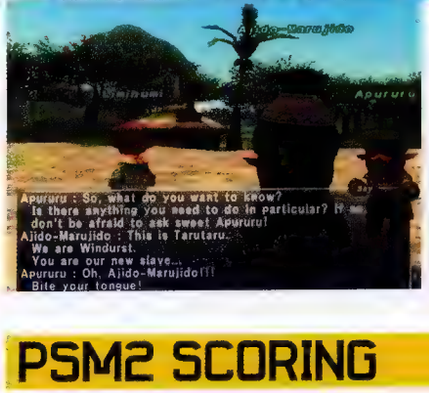
62
SINGSTAR: It's just like being a real pop star. Only not as tuneful. And with less people wanting to sleep with you.
Sex - y
Ev - ery - thing a - bout you so - -



YEE-HAW! ▶ PAGE 68

RED DEAD REVOLVER

Lock up your cattle! Rockstar's spit-'n'-sawdust shooter rides into review town on page 68.


76
FINAL FANTASY XI: We wander into the world of Vana'diel, kill rabbits and meet lots of pointy-eared
Apururu : So, what do you want to know?
Is there anything you need to do in particular? If so, don't be afraid to ask sweet Apururu!
Ajido-Marujido : This is Tarutaru.
We are Windurst.
You are our new slave...
Apururu : Oh, Ajido-Marujido!!!
Bite your tongue!

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD

Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD

Awarded to games that score over 80. A top quality, cracking game is guaranteed.

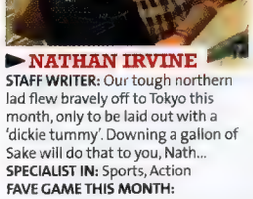
PSM2 GOLD AWARD

Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH

The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:



▶ NATHAN IRVINE

STAFF WRITER: Our tough northern lad flew bravely off to Tokyo this month, only to be laid out with a 'dickie tummy'. Downing a gallon of Sake will do that to you, Nath...
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH: *Transformers*

▶ ADRIAN LAWTON

WRITER: Ade's soon to become a proud father, but angrily insisted that his offspring won't resemble an astromech droid. Or any other 'mini-robot' for that matter, he beeped.
SPECIALIST IN: RPG's
FAVE GAME THIS MONTH: *Singstar*

▶ ANDREW KELLY

STAFF WRITER: In reality a quiet, kind young man – but to the residents of *Final Fantasy XI* he's a menace. This man has no shame. None. At all. Did we mention the bit about the shame?
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH: *Final Fantasy XI*

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how 60Hz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, and level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS

Developer: Io Interactive
Publisher: Eidos
Players: 1
Memory Save: 231kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM...

"IF YOU LIKE YOUR GAMES SICK AND TWISTED YOU'RE IN FOR A REAL TREAT"

PSM2#48

GAMEFAQS

Action
Violent
Hard
Sequel

TRIVIOUSLY

- The goriest, most disturbing *Hitman* yet.
- Some of the best graphics on PS2.
- Countless ways to complete each mission.
- Ranking system returns.

PUBTALK

The smart arse thing to say down the boozer.

"The guy who voices 47 played the memorable role of 'young sailor' in Lars Von Trier's romantic drama Breaking The Waves."

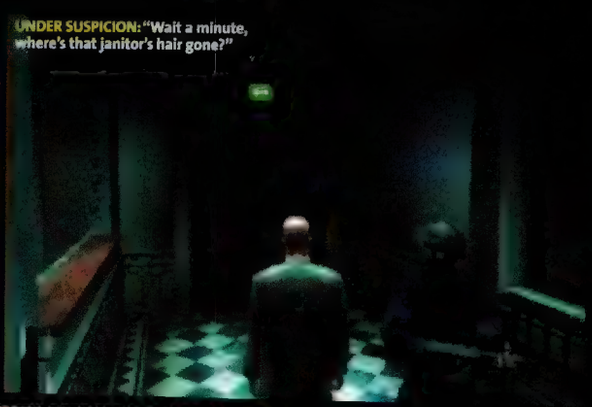
TOP 5 ASSASSINS

- Necros
- Leon
- Travis Bickle
- Jade Fox
- Nikita

GAMEPIE

40% Bloody murder
30% Gimps n' whores
10% Nasty Russians
10% Pissing guards
10% Bendy corpses

BOGGED DOWN: Kill some men in a Siberian shitter. Brilliant.



UNDER SUSPICION: "Wait a minute, where's that janitor's hair gone?"

"THEY SAY BALD MEN ARE MORE HIGHLY EVOLVED"

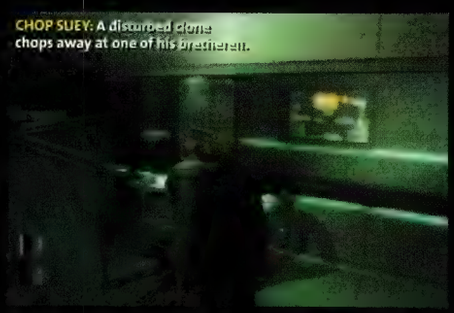
PSM2 GOLD AWARD

HITMAN: CONTRACTS

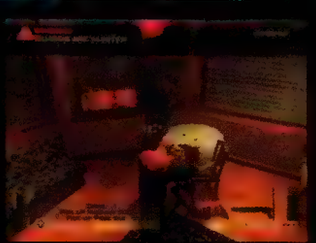
The hitman is back – let the cavalcade of unprovoked death commence...

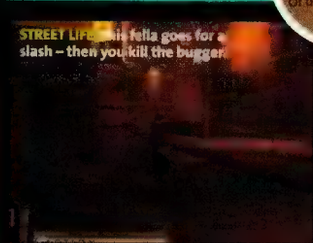
WESLEY SNIPES: Tactful gamers can snipe to avoid trouble.

FEET AND SOUR: Here's an example of the vast environments on offer.



CHOP SUEY: A disturbed clone chops away at one of his brethren.





STREET LIFE: This fella goes for a slash – then you kill the bugger.

THE MONEY SHOT

Seeing the Meat King's party in full swing. Gimps, whores, bondage and meat – it's the stuff of nightmares. Or dreams. Wet ones.

The world of cinema is *full* of irascible, balding n'er-do-wells; James Bond's pussy-stroking nemesis Ernst Stavro Blofeld, the mumbling, gibberish-spouting Colonel Kurtz from Apocalypse Now and buggered bonehead badass Marsellus Wallace of Pulp Fiction fame are but a few of this chrome-plated list's finest entries . But gaming has only one follically-challenged superstar; the ineffable Regaine-dodging Hitman. That said in terms of cueball-headed nasties, we really couldn't ask for a better frontman. He's ruthless, he's packing serious heat and he's just as depraved as ever.

The best thing about the *Hitman* series has always been the sense of freedom – the level design and basic play mechanics have consistently allowed for a high degree of creativity during play, and subsequently you never feel like you *have* to do *anything*. *Contracts* continues this tradition and each level presents at least ten different methods of entry, execution and exit. It's for precisely this reason that you keep coming back for more – snipe from a distant rooftop or sneak up behind with a poison-tipped syringe – it's your call. Disguises also play an important role. There's nothing more satisfying than sounding an alarm, donning a janitor's jumpsuit and strolling away while guards run around like headless chickens trying to figure out just what the hell's going on.

Now we're not in the least bit prudish, but there's something inherently *wrong* about approaching an innocent bystander from behind and garrotting them with a sliver of wire, their limbs flailing in a macabre dance of death. And that's without even mentioning the gimps, whores, bondage fetishists and dubious scenes of depraved sexuality that litter the game's smut sodden levels. It's a twisted funhouse of gore, sex and foulness – but that's what being a ►

"A TWISTED FUNHOUSE OF GORE, SEX AND FOULNESS"

POKER FACE: Use the fire poker to end this poor sap's miserable life.

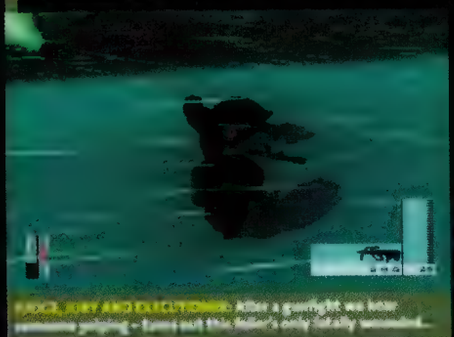
EXTRAS! EXTRAS! EXTRAS!

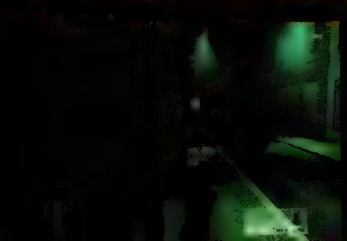
A hitman's arsenal

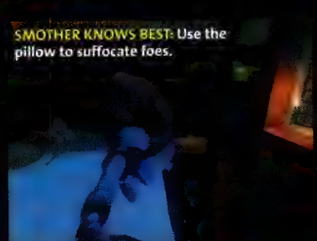
■ Weapons you've hoarded throughout the game are stored in a shooting range that you can access from the main menu at any time. This gives you an opportunity to tool around with your collected shooters without having to worry about mission objectives.

LIFE OR DEATH

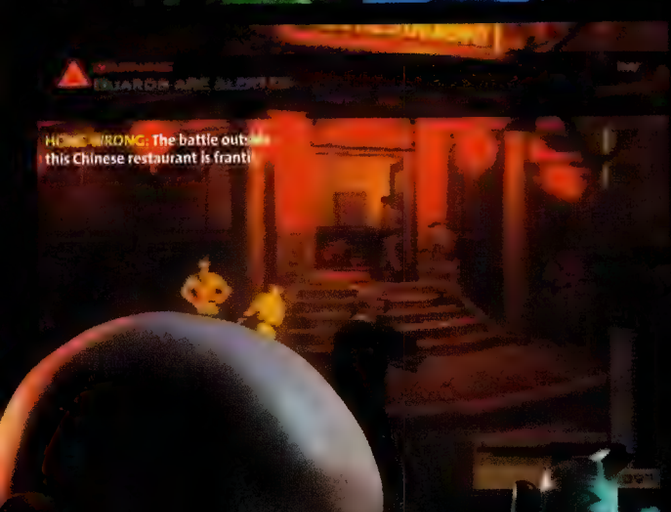
Felled enemies won't always die straight away – sometimes they'll be writhing around on the ground, struggling for breath and trying frantically to get back on their feet. You can leave them to die in peace or simply finish them off with a well-placed bullet. We prefer the latter.







SMOTHER KNOWS BEST: Use the pillow to suffocate foes.



HOME WRONG: The battle outside this Chinese restaurant is franti

► hitman is all about, and the game constantly teeters on the brink of full-on degeneracy. But in saying that, a game about contract killing was never going to be tasteful, was it?

Contracts is not a game for hit-and-hope heroes; you're forced to think laterally and act methodically on the harder difficulty settings (on 'normal' you can just shoot everyone to death). Sometimes the sheer amount of options makes it feel overwhelmingly big, but when you know what needs done and where, gameplay's a breeze. Sometimes you may feel that levels naturally devolve into mindless blasting, but calculated killing comes naturally once you get past the initial period of frustrated trigger flicking.

But for all it's moments of refined genius, *Hitman* occasionally staggers when it comes down to raw gameplay. Firstly, why does 47 move like he's walking on ice? Not only does it *look* like this, but the actual movement feels slippery and awkward. And the aiming reticule is a bare-faced *liar* – if you aim the sucker at someone's head and tweak L2 you expect a precise headshot, but this rarely happens if you're gunning at someone from an angle. Minor gripes in light of the game's overall brilliance, but ones that feature heavily in almost every second of gameplay.

OK, so we've confirmed that *Contracts* keeps your thumbs well and truly appeased, but what of your eyeballs? Well, it's probably the best looking game we've seen on the PS2, or on any console for that matter, in a good long while. Io's already beautiful-looking Glacier graphics engine has undergone a massive overhaul and there's a neat blur effect on the visuals that gives the game a unique and hugely pleasant 'natural' look. The

"CONTRACTS IS NOT A GAME FOR HIT-AND-HOPE HEROES"

DRIVEN TO DESTRUCTION

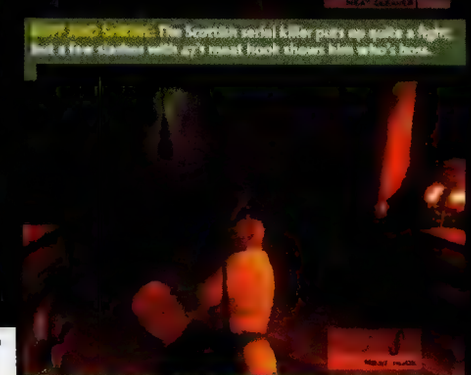
One of our favourite hits has 47 planting a car bomb on a completely oblivious Russian general's jeep. Stand back, tap L1 and watch him die in a hail of twisted metal. Not only do you get to blow this up, but a previous objective sees you lining a massive nuclear submarine with bombs and blowing it skyward. Completely and utterly satisfying. And all in one level!

HALL MARK: The manor level is full of caddish country folk.

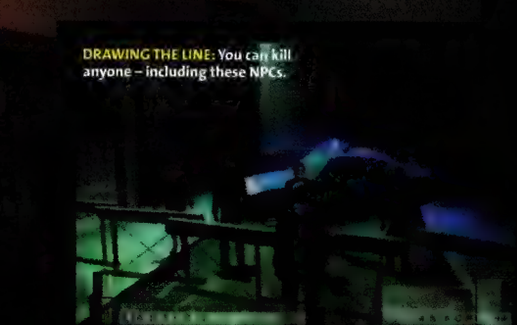
MORBID FASCINATION

One of the more grizzly scenes in *Contracts* has to be a crazed Scottish killer's shrine to his slaughtered victim. A creepy tune plays on the record player as her bloody corpse swings ominously in the candlelight. A vicious knife fight ensues and 47 fells the silly northern bugger with a rusty meat hook. Harrowing stuff.

MEAT GRINDER: The Scottish serial killer puts up quite a fight, but a few slashes with 47's meat hook shows him who's boss.



CUT AND BLOW DRY: The record player pumps out a chirpy '50s tune that sets off the blood-soaked mess nicely. Chilling.



DRAWING THE LINE: You can kill anyone – including these NPCs.

environments are *colossal* too (take a peek at the screenshots and you'll see what we mean), and everything has a wonderful sense of scale.

A lot of inspiration seems to have been taken from the movies, and the developers are obviously avid film buffs. Hundreds of 'magic tree' air fresheners hang from the ceiling of a grizzly murder scene – an idea directly 'borrowed' from David Fincher's modern crime classic Seven. The Meat King's fetish party is reminiscent of Stanley Kubrick's Eyes Wide Shut and the whole thing *reeks* of Luc Besson's stylish thriller Leon. The overall mood of the game is immeasurably cinematic and it really makes the atmosphere quite unlike anything else on PS2 – it's dark and violent, but stylized to such a degree that it becomes less like *Manhunt* and more akin to something usually seen on the pages of obscure noir-style comic books. In other words, it's absolutely brilliant.

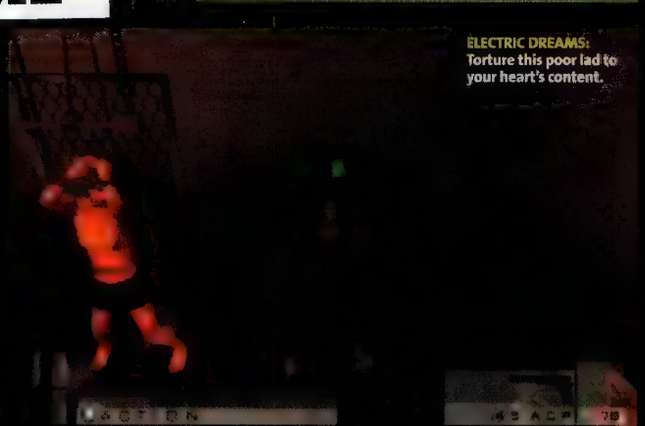
In perfect synchronization with the visuals, the music is subdued, elegant and incredibly stylish. Composer Jespyr Kid (the man behind the equally laudable *Freedom Fighters*) has strayed away from the usual synthesized, techno pap that usually accompanies stealth games and keeps the mood sombre with soothing ambience and piercing incidental twiddlings.

"DUBIOUS SCENES OF DEPRAVED SEXUALITY LITTER THE GAME"

They say variety is the spice of life, and *Hitman*'s arsenal is probably the most varied around. There's guns (*lots* of guns), meat hooks, knives, garotte wires, syringes, *pillows*, samurai swords and countless other morbid death-dealing implements. The guns range from pea-shooting pistols to hulking great miniguns that rattle through ammo like nobody's business, and each one is more satisfying than the last. The SPAS shotgun sends rag doll guards flying backwards into crumpled heaps and a well-placed bullet into someone's thigh has the appropriate effect. Gunplay is *fun*. Maybe even *too* much fun and the amount of wasted time spent manipulating corpses is frankly quite worrying.

OK, so *Contracts* isn't a massive step for the series – the control system and basic gameplay engine have remained largely the same – but the increased sense of freedom, massively improved visuals and generally risque nature of the thing makes it a true sequel, rather than a casual re hash. You need unshakeable patience and nerves of steel to fully appreciate the slow-paced creeping and decidedly touch-and-go disguise system, but this is a highly entertaining title that will appeal to both action-seeking gun lovers and hardcore stealthers alike. **Andrew Kelly**

■ *Hitman: Contracts is waiting in shops now.*



ELECTRIC DREAMS: Torture this poor lad to your heart's content.

SNOW BOUND: This icy Siberian base is a one of the best levels.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Completely free-form, allowing for creativity. – Character movement is a bit sketchy at times.	+ Detailed, sprawling and very stylish. – Some visible body damage would be nice.	+ An effective soundtrack throughout the game. – Some of the Russian accents are a bit 'off'.

LIFESPAN

Silent Assassin rankings on every level will take you ages, and the open-ended mission structure makes it infinitely replayable.

MINUTES — YEARS

IT'S BETTER THAN...
HITMAN 2

IT'S WORSE THAN...
METAL GEAR SOLID 2

A game that promotes experimentation and exploration. Looks gorgeous, sounds brilliant and plays like a three-sequel-old game should; solid, refined and fun.

90

INFOSTRIP

DETAILS
Developer: Saffire Studios
Publisher: VU Games
Players:
Memory Save: 156Kb
Widescreen: Yes
50/60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the booze:
"The movie's going to be such a big hit that Universal Studios have created a theme park ride based on it called Van Helsing: Fortress Dracula."

GAMEPIE
35% Looking like a transylvanian cowboy.
20% Slo-mo shooting.
20% Cursing the respawning ghouls.
15% Thinking of *DMC*.

GAMEFAX
Action
Survival Horror
official License
Film tie-In

TRIVIBUST
- Eight fearsome weapons including a crossbow, twin pistols and a shotgun.
- 13 different game levels. Yes, 13, creepy huh?
- 25 villains including Dracula and The Wolf Man.

VATICAN COWBOY: Van's only so righteous because the Catholic church is backing him up.

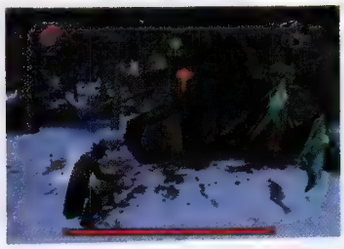
VAN DEMANDS

Glowing orbs, collected from dead bodies, can be traded for new moves, weapons and cheats. It's highly recommended you take notice of these as some of the attack upgrades add the necessary venom to Van's arsenal needed to take on some of the more persistent enemies. The Grapple Strike, for example is ideal for taking out airborne enemies.

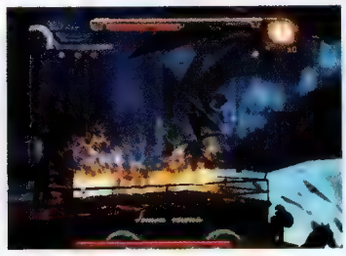
STAIRWAY TO HEAVEN: These green 'Glyphs' – as they're known – are spilled when you disembowel one of Dracula's minions.

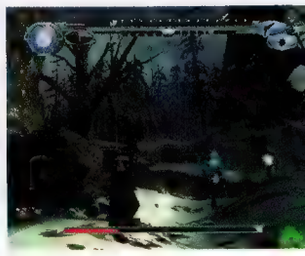
GOD'S ARSENAL: Between levels the Glyphs are spent on new attacking skills. This Tojo Blade ground strike upgrade's da bomb.

LADIES OF THE NIGHT: This vampire trio try in vain to seduce Van.



EARLY RISER: Never disturb a girl before she's put her makeup on...





"THE ULTIMATE MONSTER MASH IN THE TRANSYLVANIAN HOOD"

VAN HELSING

Take on Dracula, Quasimodo and the Wolfman in one sitting...

Before Hugh Jackman turned *Van Helsing* into a swashbuckling super hero, the eccentric vampire hunter was usually portrayed as a greying, grizzled professor. As every Hammer Horror beasties' nemesis, the hapless hunter was rolled out whenever Frankenstein's monster, Wolfman, or The Count himself, got out of hand. A quick count reveals that Peter Cushing played Van The Man six times, eclipsed only by the haunting Christopher Lee (of LOTR fame) who donned the fangs for the Dracula role on no less than 14 separate occasions.

Why is this relevant? Well, we're not convinced anyone really knew who *Van Helsing* was until Hollywood decided to make him a star. Despite single-handedly saving the world (or Romania at least) from the clutches of the vampiric Count he's always played second fiddle to the dark lord. Now he's finally the star we enter the less than salubrious surroundings of fictional Transylvania and prepare to cut a swathe through the entire cast of a late night horror special's prosthetic cast.

We're not sure if it was a VU Games representative that said it first, but *Van Helsing* is a more than a bit like *Devil May Cry*. It's not just the fixed camera and acrobatic gunplay, but also the gothic surroundings and supernatural enemy foot soldiers. You're thrown into the action from the word go with a boss battle against the Hunchback Of Notre Dame. Van can double-jump, use a grappling hook, fire weapons, fight hand-to-hand with his spiked knuckle-duster or combine any of his skills for gymnastic death knells.

Transylvania looks just like you'd imagined it to – a lonely train station where only you get off, misty forests, a deserted village, spirits shape-shifting

QUESTION... What does Dracula like to eat on his Nachos?

DOT.COM www.vanhelsinggame.com This Flash intensive (read 'slow') site has all sorts of PC related goodies like wallpaper and <stifled yawn> a 'desktop' kit. Haven't you got yours yet?

ANSWER Haloween'o peppers of course!... Jesus, we're really very *very* sorry.

SEXUAL CHEMISTRY: These brides of Satan sure know how to make sparks fly.

FEMME FATALE: Van must defend himself against these winged vamps.

SKELETAL DAMAGE: Van prepares to kick this guy's bony ass into next week.

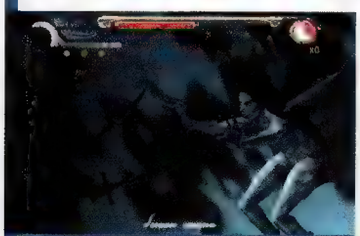
EXTRAS! EXTRAS! EXTRAS!

Truck and trailer

■ In case you haven't seen the movie yet, a full trailer of *Van Helsing* is included on the game disk. You'll find it in the Galleries section, just off the main menu.

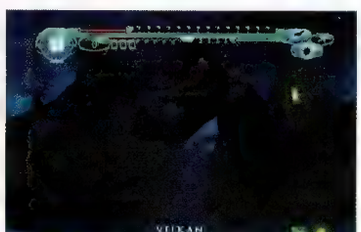
KNOW YOUR MONSTERS

And then spend the rest of the game trying to kill them. Just remember – they're not all evil incarnate.



DRACULA: Based on real-life evil bastard Vlad The Impaler, a 15th Century warrior who earned his name from his love of impaling people on wooden stakes. This is probably the least of his crimes – he also had a fondness for eating roast gypsy, boiling victim's heads and killing anyone sick or poor.

FRANKENSTEIN'S MONSTER Dr. Frankenstein, a Swiss student was a bit of a freak. He spent his free time trying to reanimate roadkill before creating the iconic bolt-necked zombie. Not half as nasty as Drac, just confused, misunderstood and in need of love.

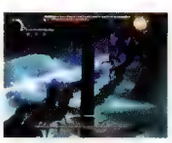


WOLFMAN: First taking centre stage in the 1941 film The Wolfman, Wolfy is simply a cinematic interpretation of the classic werewolf. In the film he's nothing but a sexually repressed Welshman, desperate to cure himself of his cursed lycanthrophy. His costume was made of yak's hair.

through the ether and lots of undead ghouls leaping out from behind bushes to vomit green acid gas at you. It quickly becomes apparent that *Van Helsing* doesn't want to short change you with lack of things to despatch back to hell. Every corner turned rewards you with a new band of shuffling beasts to deal with. Part and parcel of this exchange are glowing orbs. As in *Devil May Cry*, these are the game's currency and once collected can be spent between. This'll net you new weapons and better still – new moves – which dramatically improve Van's combat ability.

The first few significant enemies like the three seductive brides of Dracula (why do the sexy ladies in horror films always turn into ugly demons?) and Igor, set out the game plan. You've got to work your way up the chain of command until a final showdown with the gaffer himself. Quite how Frankenstein's monster and Wolfman feel about their relegation to second and third class bad guys still remains to be seen.

Reaching the Dark Prince does come with annoyances. Enemies respawn too often. This is most frustrating when you clear an area, go the wrong way and then re-enter it only to find they're all alive again. After a while your inclination is to simply run by without engaging them.



grappling point is positioned so you can't see it from the fixed perspective view the game adopts (or more likely, you skipped the instructive cut-scene that showed where it was). Alternatively, you could take the hitting approach. Just walk up to precarious objects and give them a good old whack. Surprising what this can yield – and handy when it causes something to fall over giving you a new route to explore.

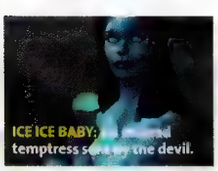
Van Helsing is never bad. Anyone who loved *Devil May Cry* will recognise the similarities and relish the flamboyant combat sequences. It's just that the true stars of the game are the monsters and the only fleeting glances you get of them are in the frenetic boss battles. Poor old Van upstaged by Vlad even in his own game... **George Walter**

■ Van Helsing *bares it's teeth on May 14th.*

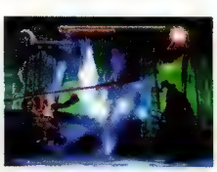
"CUT A SWATHE THROUGH THE ENTIRE CAST OF A LATE NIGHT HORROR'S PROSTHETIC CAST"

HUNTING SEASON: Wolfman puts up a fearsome fight.

Problematic, too, is *Van Helsing*'s 'puzzle solving'. It's simple really – sometimes they aren't properly signposted. When this means wandering around aimlessly fighting infinite battles, it gets a bit trying. In our experience the best option is to try locking your grappling to something. Often a



ICE ICE BABY: [illegible] temptress [illegible] the devil.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Where it apes Devil May Cry it's class. – The respawning issue is a right pain.	+ Bram Stoker would have been proud. – The fixed camera restricts your view.	+ Suitably Gothic. If that's a musical style... – Not enough MWAHAHA's for us.

LIFESPAN

Played on easy it'll take a few hours, on normal you're looking at quite a staunch challenge.

MINUTES | YEARS

IT'S BETTER THAN... DEVIL MAY CRY 2

IT'S WORSE THAN... DEVIL MAY CRY

After opening like a Transylvanian chapter of *Devil May Cry*, *Van Helsing* soon fades into rather familiar action/adventure territory.

67

INFOSTRIP

DETAILS
Developer: EA Canada
Publisher: EA
Players: 1-8
Memory Save: 89kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM...
"USE AN OLD GAME ENGINE AND THEN JUST REDUCE THE NUMBER OF PLAY MODES"
PSM2#47

GAMEFAX
Sports
Official License
Multi-tap
Realistic

TRIVIOUS?
- 51 authentically licenced European national teams.
- Accurate Euro 2004 fixture schedule, with real-life modelled stadia.
- Commentary from John Motson and Ally McCoist.

BECKS TO THE WALL: The likenesses are great, but who's that feller in the middle back row?

"EA'S PREDICTABLE STAB AT CASHING IN ON THEIR EURO LICENSE"

UEFA EURO 2004

DREAM ME UP, TOTTI: The Italian maestro strolls off camera, followed by Giggs, Becks and, er, some Italian bloke.

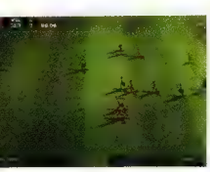
FANTASY ELEVEN

The Fantasy option lets you pick from Europe's top players to create a dream team, taking it in turns with your opponent to assemble the best eleven. Problem? The game AI stoutly refuses to pick good players, so when, say, you nab Henry, he'll retort with Jan Koller, leaving you free to pick Shevchenko. Stupid, huh? Mercifully, the same doesn't apply to games against your pals, so expect some vicious tussles between Roy Keane and Patrick Viera.

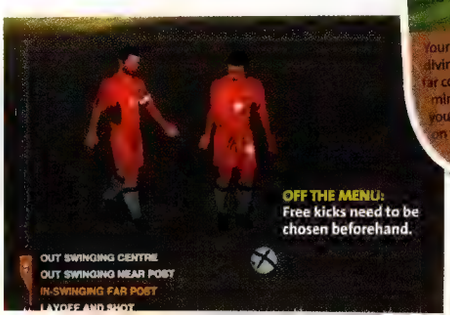
ANY MORE? Off The Ball mode lets you control runners with the right stick – tricky stuff.

A valiant performer, with limited tactical depth and a failure to learn from the past.

RED OR HEAD: It's much easier to head the ball than it was previously, allowing for accurate close play.



Ok, look. You don't need to read this review. *Euro 2004* is an archetypal *FIFA* game. Glitzy, meticulously licensed and sufficiently dazzling in the short term for critics to naively presume the game's myriad faults will erode with extended play, before bestowing a benefit-of-the-doubt review score. And we should know. We gave *FIFA 2004* 86% in PSM2#41, then locked it in a cupboard and played *another* footy game for ten months. Is this as good as *PES3*? No. Will it sell a squillion copies? Yes. If you want – or rather, *need* – a beautiful, frustrating and occasionally thrilling approximation of the summer's biggest sporting event then EA's effort is *almost* worth £40. That's it.



OFF THE MENU: Free kicks need to be chosen beforehand.

THE MONEY SHOT
Your striker launches a diving header into the far corner, securing last minute victory. Then you watch it all again on the gorgeous pen stroke replays.

Some people will hate it. Others will love it. But how can you tell if you should by it? By taking our pseudo scientific test below:

DO YOU LIKE FOOTBALL?

Good. *Euro 2004* lets you take any of 51 European nations – yes, even Scotland – from the arduous qualifying campaign, to friendly matches and Euro finals in Portugal. The stadiums are realistically modelled on their real life counterparts. All the big players (like Beckham, Totti, Henry, Zidane... even John Hartson) are instantly recognisable and the game oozes atmosphere. Players jostle after heated challenges and shout at their team mates, while accurate national anthems play before matches (Listen out for Mae Hen Wlad Fy Nhadau). Controls are friendly. You can pass the ball easily, score headers, overhead kicks and scuff ins, then use advanced skills to perform Zidane-style pirouettes. If you only play games occasionally, or mostly with friends – preferably before, or after, a night out – then this is probably

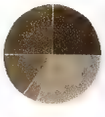
TOP 5 TRICKS

- Cruyff Turn
- Zidane Spin
- Higuita Scorpion Kick
- Cuauhtemoc Hop
- Big Ron's lollipop

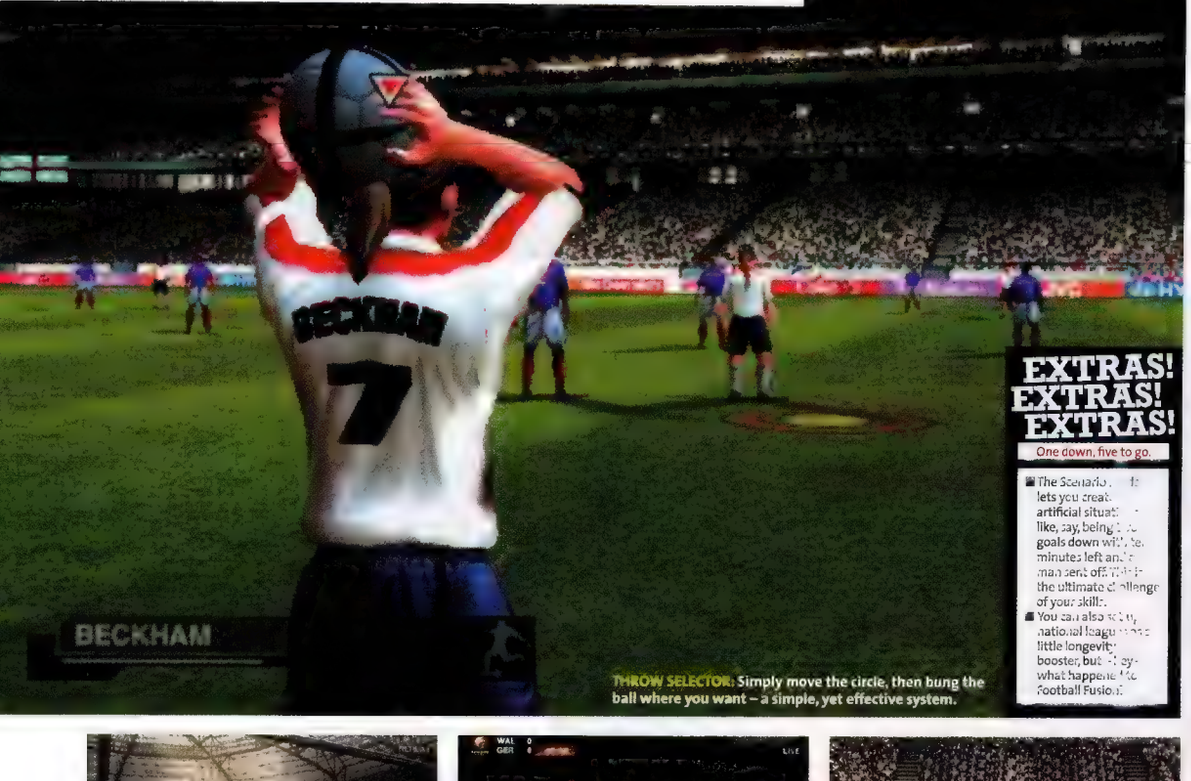
GAMEDIGIT

4 The number of hours it'll take the average games player to lead a middling team like Eire or Wales from the qualifying tournament to cup final glory on Semi-Pro skill setting.

GAMEPIE



25% Navigating menus.
30% Winning the cup.
5% Scuffing shots.
15% Scoring wondergoals.
25% Passing in midfield.



THROW SELECTOR: Simply move the circle, then bung the ball where you want – a simple, yet effective system.

EXTRAS! EXTRAS! EXTRAS!

One down, five to go.

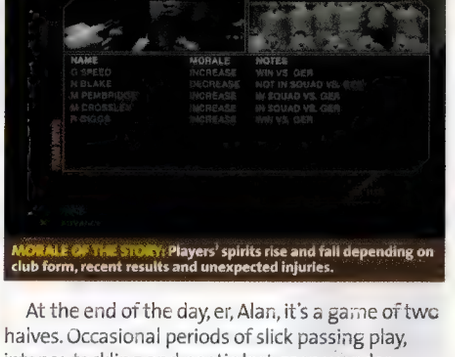
- The Scenario [illegible] lets you create artificial situations like, say, being 5-0 goals down with ten minutes left and a man sent off – the ultimate challenge of your skills.
- You can also add in national league [illegible] little longevity booster, but [illegible] what happens in Football Fusion.

THE ROAD TO PORTUGAL

Playing as, say, Wales (or Ireland, or Scotland), you'll be able to right worldly wrongs by replaying the qualifying tournament. Better yet, you can choose from a huge squad putting, say, Robert Earnshaw in the Welsh team to replace Nathan Blake. Winning (and scoring goals) boosts your players' morale, *theoretically* boosting their performance, but since player stats are barely reflected in play, this feature is pure lip service.

HART OF THE MATTER: Despite a weird tendency to grow hair mid-game, Welsh legend John Hartson is wonderfully recreated.

EARN YOUR KEEP: Every side has a big squad of players, with commendably accurate stats, so you can perfect your line-up.


GENERAL
WALES
NAME MORALE NOTES
G SPEED INCREASE WIN VS GER
N BLAKE DECREASE NOT IN SQUAD VS. GER
M PEMBRIDGE INCREASE IN SQUAD VS. GER
M CROSSLEY INCREASE IN SQUAD VS. GER
R GIGGS INCREASE WIN VS GER

MORALE OF THE STORY: Players' spirits rise and fall depending on club form, recent results and unexpected injuries.

BACK O' THE NET: Goalies' are slightly too good, but AI is generally solid.

range strikes are happily rare.

"DESPITE MINOR REFINEMENTS, EA'S CASH COW FAILS TO MILK MAJOR IMPROVEMENTS OVER FIFA 2004"

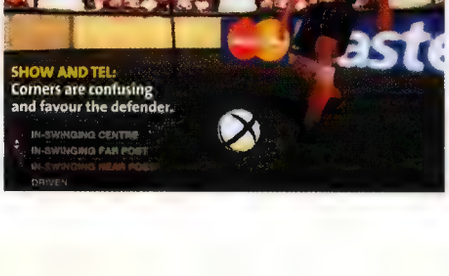
worth £40. After all, not everyone's got ten hours of their life to waste just to scrape a 0-0 draw in the elitist *PES3*.

DO YOU LIKE GAMES?

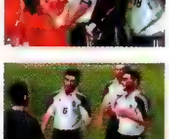
If you've played a fair number of games – which, let's face it, is likely – you'll notice some schoolboy errors. The menu screens are painfully slow. You've got to trawl though about five layers of options before the average qualifying match, assessing – largely redundant – options like formation, player morale and opposition scouting reports. Truth is, almost every player feels the same (you're just as likely to trick the last defender using Paul Dickov as Thierry Henry) so advanced tactics are void. Star players are only differentiated by their raw speed (the signature skill moves are useless), tackling power and their ability *not* to give stupid passes. When you play as France the ball goes where you expect, but using a lesser team (like, er, Wales), players will inexplicably give the ball away. In real life, even Robert Page can pick out one of his team mate from three yards, and this is simply a lazy way to differentiate the gulf in class between the two sides in a videogame.

DO YOU LIKE PES3?

You'll like the basic passing system, allowing for neat triangles of play and – secretly – revel in the lush animation and superfluous touches. You'll score the odd last minute goal (say, a curling far post cross resulting in a diving header) and tingle with genuine pride. You might play it at a friend's house and be quietly impressed. However, take it home for an extended session, and you'll simmer with frustration. Passing the ball in the middle of the park is joyous, but beating the last defender is needlessly aggravating. The opposition suddenly develop size 19 feet, sucking in loose balls within an improbable radius. The analogue stick skill moves are ineffectual like a Phillip Neville step-over, triggering nice animations, not genuine results. The 'off-the-ball' system from *FIFA 2004* hidden away like Chunk from The Goonies – is still a confusing, octopus-handed, mess. The set pieces are preposterous carnival rides with limited user-interaction. (Choose free kicks from a menu, then jostle for a scripted cross). Shots occasionally clog like sticky fudge, causing incredulous three-yard misses. Tackling is so powerful you'll be inclined to give the defender the ball then barge him off, rather than go one-on-one with the woolly dribbling system.



SHOW AND TELL: Corners are confusing and favour the defender.



At the end of the day, er, Alan, it's a game of two halves. Occasional periods of slick passing play, intense tackling and poetic last gasp wonder strikes, undercut by podgy dribbling, farcical set pieces and redundant tactics. It's *FIFA 2004* with a new kit and cod-scientific backroom team – on the pitch, it's business as usual. Part thrilling. Part frustrating. Like the sport it tries to hard to emulate, *Euro 2004*'s – wait for it – a funny old game. What we've gained in gameplay, we've lost in options (no online play or club teams) Neither great value. Nor entirely cynical. Final score? Trouser £40 and wait for *PES4*. **Daniel Dawkins**

■ *EA's effort kicks off on May 9th.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Smart team-mate AI and neat passing. – Muddy dribbling and cross control.	+ Silky animation and lush stadiums. – Mildly deformed player physiques at times.	+ Great off-the-ball shouts and spot effects. – Tedious mainstream licensed tunes.

LIFESPAN

There are some diverting league modes and fantasy teams, but the tournament can be won within three hours.

MINUTES

IT'S BETTER THAN...
ENGLAND INTERNATIONAL

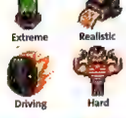
IT'S WORSE THAN...
PES3

Despite minor refinements, EA's cash cow fails to milk major improvements over *FIFA 2004* – and thanks to the absence of club sides, it's only half the game.

70

INFOSTRIP DETAILS
Developer: Left Field
Publisher: Activision
Players: 1-2
Memory Save: 77kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

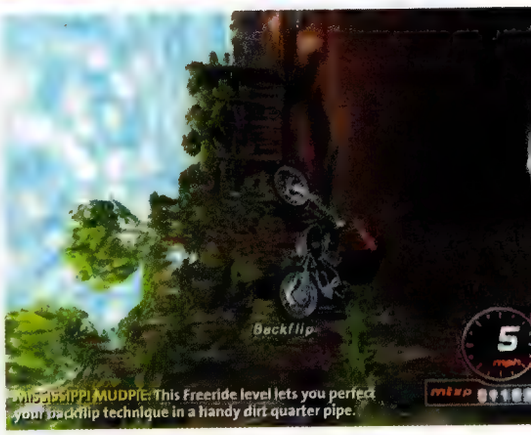
The smart arse thing to say down the boozer.
"The 125cc class is the most popular in motocross. However, many teams regularly bend the rules, by entering bikes with engine sizes of 131 to 135cc."

GAMEFACE


- Includes a track editor to make your own mud bowl in the Dirtwurx mode.
- Progressive rider muddying is a cool effect. And if you crash into the water it even gets washed off.

HOOP LA: The Freestyle mode is as heavy with product placement as it is hoops to jump through.

FACE THE CHALLENGE: This geeky kids wants you to wheelie around the bus. Piece of cake.



MISSISSIPPI MUDPIE: This Freeride level lets you perfect your backflip technique in a handy dirt quarter pipe.

"I'M FLYING FREE! FREE AS A BIRD!... [CRUNCH]"

MTX MOTOTRAX

The bounciest bikes and the most acrobatic riders whipped into a muddy frenzy of fun.

The high-flying sport of motocross may look like one hell of a rush, but hard ground is far from forgiving, which means top riders like Travis Pastrana can expect several life-threatening crashes a year. But that's the true beauty of videogames – not having to risk your neck in real life. And *MTX Mototrax* has more baby-safe adrenaline-soaked action for armchair thrill-seekers than you can poke a suspension fork at.

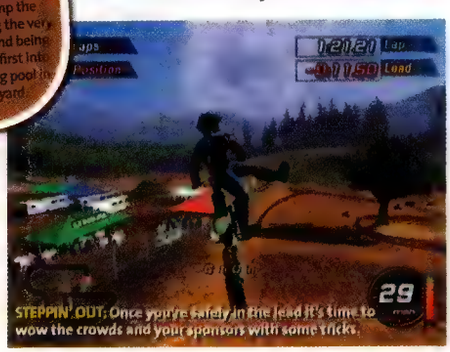
Pre-pumping your bike's shocks to get an airtime boost is the key to successful play. Not only does it provide extra moments in the air to pull off spectacular show-off moves (Backflips, Supermans, Sidewinders, etc), but it's essential in the Supercross races. Here, the courses are so precisely designed that mis-timing a leap by even a foot will mean losing all your speed and having to crawl up the next hill eating bitter mud sprayed by your smug opponents. Conversely, a perfectly timed run is a thing of beauty as you soar through the heavens and land in the exact spot of the transition to maximise your speed for the next section.

In the wide-roaming Freeride mode you'll meet other riders who challenge you. It's all very *Tony Hawks*. You might have to wheelie around a bus, air over a 200 foot gap, or attempt a perilous hill climb. And, if you get sick of the wide variety of pre-assembled terrain available, you can create your dream Supercross circuit with the full-featured track editor called Dirtwurx.

MTX Mototrax comes from a fine motocross pedigree. Its developers, Left Field, were the people behind one of the Nintendo 64's last great games, *Excitebike*, and, like that game, the physics are realistically heavy – making sliding out the back wheel while cornering genuinely thrilling. The game engine handles full-throttle Supercross races just as well as it handles mud-caked air-fests in the Florida Everglades. The frame rate hardly ever flickers and while the textures aren't the most detailed we've ever seen they communicate the contours of the berms and ramps more than satisfactorily. *MTX Mototrax* has the thrills, spills and spot-on physics to make it an immensely enjoyable rip-around. Those who love the feel of dirt under their fingernails and the rich scent of two-stoke oil in their nostrils would be foolish to miss this. **Jorin Sievers**

MTX Mototrax is already at the starter's gate.

THE MONEY SHOT
Trying to jump the house, clipping the very top roof tile and being thrown head first into the swimming pool in the back yard



STEPPIN' OUT: Once you're safely in the lead it's time to wow the crowds and your sponsors with some tricks.

VIEW TO A THRILL

Adding further value and realism to *MTX Mototrax* is the ability to play any mode in a first person perspective. Sure, you can't admire your stylish aerial manoeuvres in this view, but getting sideways around corners means *really* getting sideways, and airtime feels particularly vertigo-inducing.

HANDLEBAR HEAVEN: For that ground-rush thrill and super sideways vision you can't beat the first-person perspective.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Bikes react in a heavy and powerful way. – Some may find the inch perfect timing irritating.	+ Barely any slow-down and good environments. – Bland textures and pasted-on backdrops.	+ Angry riffing from Faith No More and Metallica. – Whining of two-stroke engines aggravates.

LIFESPAN
Adding up the two racing modes, the Freeride challenge mode and the track editor you get great value for money.
MINUTES — YEARS

IT'S BETTER THAN...
MX UNLEASHED

IT'S WORSE THAN...
THUG

Welds *Tony Hawks*-style extreme challenges to a solid racing structure with excellent physics. A highly enjoyable mud-racer, even for non bike-heads.

79

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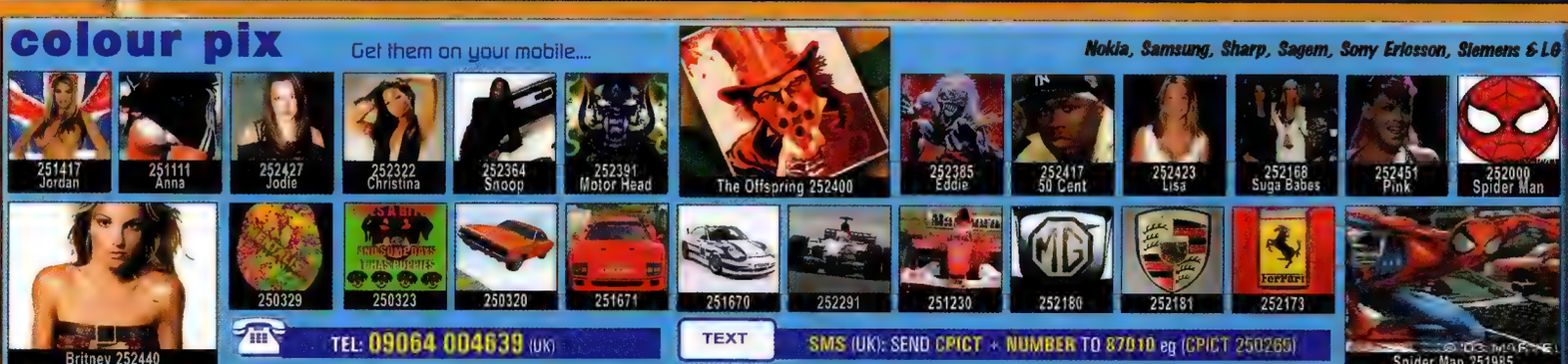

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INFOSTRIP

DETAILS
Developer: Melbourne House
Publisher: Atari
Players: 1
Memory Save: 446kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM...
"IT'S GREAT FUN AND RUTHLESSLY ACCURATE TO THE SOURCE MATERIAL"
PSM2#46

GAMEFACTS
Action/Adventure
Robots
TV Tie-in
Hard
- 40 Different Mini-Cons to acquire.
- 20 varieties of weapons to choose from.
- Eight environments to test your fighting skills in.

CHEESE: Hotshot tackles his opponent with a disposable flash camera.

THE DIDDY MEN

Your already impressive armoury of weapons is improved by tiny robots called Mini-Cons. When you find one of these little beauties, you can choose to attach them immediately, or send them back to Autobot HQ and decide which ones to use at a strategic time later. They're especially handy when you come across an obstinate Decepticlone. As the levels progress, enemies become tougher so you'll be happy to use them. Lock, load and then say goodbye to your foe's shiny metal ass.

CON-CENTRATE: The Mini-Cons were a fun spin-off in the TV show and now play a major part in the game.

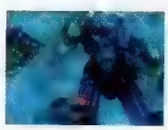
FLAP JACK: This mini-con is useful for fanning flames.

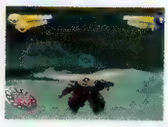
IN THE GHETTO: This ghetto blaster bot is no use at all.

"THE DANCE OF THE ROBOTS IS A WALTZ OF DESTRUCTION"

TRANSFORMERS

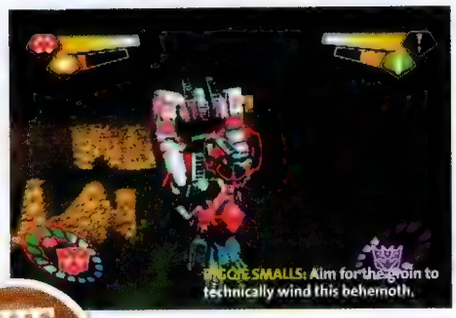
Robots in disguise? Isn't it about time they admitted they were robots?





As far as cult classics go, the *Transformers* were undisputed champions of the '80s. Now, after more than a decade out of the limelight, they've made a much-anticipated return to our small screens. But, as we all know, when it comes to cartoon-to-videogame conversions the quality can take a nosedive. Take as examples *The Flintstones: Viva Rock Vegas*, *The Powerpuff Girls* and the sacrilegious degrading of our favourite American family in *The Simpson's Skateboarding*. Thankfully Melbourne House have done justice to the Robots in Disguise. Their blood, sweat and gear oil pretty much captures everything you loved about the TV show in an experience that's truly robo-tastic.

You play as one of three Autobots: Hotshot, Red Alert or Optimus Prime (yes, the big truck), exploring various landscapes ranging from dense South American rainforest to the waters of the Atlantic Ocean. Each level is beautifully portrayed and so vast that you'll need a colossal compass to navigate your way around. As you would expect you have an impressive arsenal of weapons to blast your way through the minions that stand in your path, ranging from a basic blaster through to the missile launchers you receive in later levels. All the upgrades are brought to you courtesy of the Mini-Cons that you attach to increase your attack/defence mechanisms. You'll really get a sense of fulfilment when you tear an adversary apart with your blaster thanks to the flurry of sparks and explosions created. Then, once the dust settles, your foe's parts will rain down beside you with a


ENCORE SMALLS: Aim for the groin to technically wind this behemoth.

THE MONEY SHOT
You come under attack in your vehicle form. Stylishly transforming on the move, you casually fire a couple of rounds into the robo-idiots. Class.

WINTER GAMES: Attach the mini-con skates, then hit the ice. Slick.

DOT.COM

www.hasbro.com/transformers

Check out this site for all of your Transformer needs. It's even got archives of the old toys. All Transformer freaks from the 80s will love it.

TOP 5 TRANSFORMERS

- Optimus Prime
- Soundwave.
- Galvatron
- Bumblebee
- Perceptor (only joking)

GAMEPIE

70% Listening to the transforming sound with a tear in your eye.
20% Reminiscing about the old cartoon series.
10% Trying to find your old toys in the attic.

TRUCKING HELL: Lost in acres of grass, the truck driver grew suspicious of the old lady's directions.

GLIDE ALL OVER: One way to beat the rush hour traffic – invest in jet wings.

BRIDGE OVER TROUBLED WATER: The only path home was in pieces. Can massive robots swim?

DAVID VS TIDAL WAVE

Think you've seen BIG end of level bosses? You haven't seen anything until you've come across the robotic brutes in *Transformers*. The most humungous of them all has to be Tidal Wave. In his vehicle form he's an aircraft carrier, but when he transforms he makes Optimus Prime and his buddies appear to be the size of a small child's bike. Fortunately, a few well-placed shots to his vulnerable head usually sorts him out.

COLOSSAL CHAOS: The bigger they are the harder they fall, just make sure that you're not underneath him.

FALLING WITHOUT WINGS: The ground prepared itself for a bottomless hole.

FLIGHT NIGHT: The incredibly strong hang glider tried to kidnap Optimus.

EXTRAS! EXTRAS! EXTRAS!

Data Entry

- A novel idea within the game are the Data-Cons. Not only does each Data-Con give you more information about the levels they're found on, they also open up concept art and some decent TV clips.

"A ROLLER COASTER OF A GAME WITH SEARING VISUALS"

thud. Another nice touch is how every giant step you take is vibrated into your palms, really adding to the feel of the game. It's a good job that the Autobots don't perform some kind of Riverdance, or your hands would be shook off.

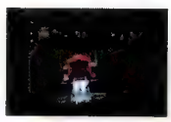
Transformers' graphics are dazzling to say the least. The animation of the characters is smooth and stylish and it really feels as if you're controlling a huge articulated lorry with legs... If you're unfortunate enough to be sent spiralling through the air from some heavy fire, then you'll taste the ragdoll physics that twist your character in every conceivable way. The detail that has gone into the visuals are very impressive – from the exquisite light effects and lens flares, to the individual blades of grass waving in the breeze every effort has been made to give the game a unique look inspired by, but not wholesale copying, the cartoon series. But, for all of the gushing over the graphics and animation some of the movements are unnecessarily fiddly to perform. For example, trying to jump on a ledge that's knee high to your character can be massively annoying. It seems your robot develops a bout of vertigo as relatively tiny leaps are needlessly tricky. The machines just don't jump high enough and when you finally do end up teetering on the edge of a platform, you're subjected to the sight of a three ton vehicle slipping around as if its feet were made of butter and your standing on toast. If the robots could climb onto the ledges rather than jumping like a frenzied kangaroo then this would have made things a whole lot better.

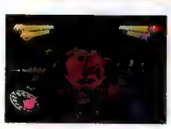
Plus there seems to be a defect with the landscape layouts. When you regularly become lost on a level it's extremely displeasing to have to spend your time finding the beaten track again. Are the levels too big? Or simply the next bit of action inadequately signposted? Also, the game can become slightly repetitive as you blast through pathetic Decepticlone cannon fodder in order to meet the end of level boss. Having said that, attaching the Mini-Cons and then wreaking havoc with a grade four blaster will leave you feeling warm inside. In fact fans will turn to mush when they hear the 'WER-KER-KER-WER' sound of the vehicles transforming. It's a game that knows its audience and goes all out to pluck your nostalgia strings as often as possible.

So there it is. *Transformers* doesn't have any fundamental flaws and does the TV show proud but there are some niggling problems that prevent it from being a classic. **Nathan Irvine**

■ *Transformers blasts into shops on May 14th.*

STEP ON: After standing in shit, the Decepticon raised his foot to check the damage.





PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A rousing new experience for the PS2. – Some fiddly parts let the game down.	+ Every attention to detail has been paid. – Some robot animations are slighty repetitive.	+ The transforming noise is like an aural orgasm. – Hear one explosion and you've heard them all.

LIFESPAN

Transformers will last a long time because it's so damn difficult. But whether you'll have the patience to stick at it...

MINUTES

IT'S BETTER THAN... ZOE 2: THE 2ND RUNNER

IT'S WORSE THAN... METAL ARMS

A thrilling rollercoaster of a game with searing visuals. There are minor problems, but for the most part it does the famous series proud.

84

INFOSTRIP

DETAILS
Developer: Konami
Publisher: Konami
Players: 1
Memory Save: 757kb
Widescreen: No
50-60Hz: No
Surround Sound: No

POPULAR
The smart arse thing to say down the boozer.
"You know, the fire department responds to an emergency in the United States every 16 seconds."

45% Spurting pipes.
20% Stubbled chins.
20% Licking flames.
15% Realizing you could never be this manly.

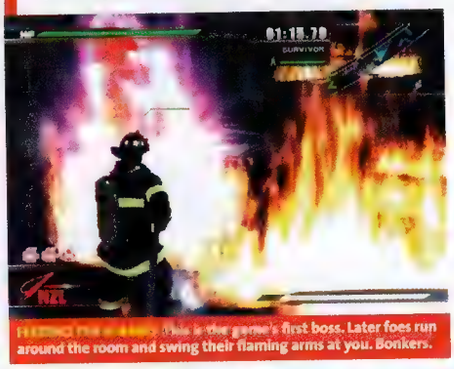
GAMEFACTS

- Varied burning environments including a highway tunnel and an office block.
- Two different hose types and a wealth of items including your trusty axe.

THE MONEY SHOT
Tackling the stronger 'red' fire will test any gamer's mettle. Keep your distance and hose that sucker down.
03:57.24
SURVIVOR
FLAME GRILLED WHOPPER: Keep on your toes or you'll be engulfed in flaming death.

FIRE IN THE DISCO

Things get slightly odd when the end-of-level 'boss' fires present themselves. The flames take on a malevolent persona and start running around chucking fireballs at you. They even have a health bar. Madness.



FLAMING DEATH: This is the game's first boss. Later foes run around the room and swing their flaming arms at you. Bonkers.

"DOWN, DOWN, DOWN IN A BURNING RING OF FIRE"

FIREFIGHTER F.D.18

Stop, drop and roll. Or just use a big bloody hose. Whichever's easiest.

Burn baby burn, disco inferno' goes the famous '70s classic, but fire is no cause for celebration. Children burning to death in a discotheque? Horrible. Thankfully, Konami's new hose-'em-up doesn't feature a disco. Or a flaming baby. But it does feature fire – *lots* of frikkin' fire. And guess who gets to extinguish said flamage? Yes, you. You take control of stiff-jawed, stubble-faced fireman Dean McGregor as he sprays down various flaming holes with his hose pipe. And the funny thing is, it's actually kind of fun.

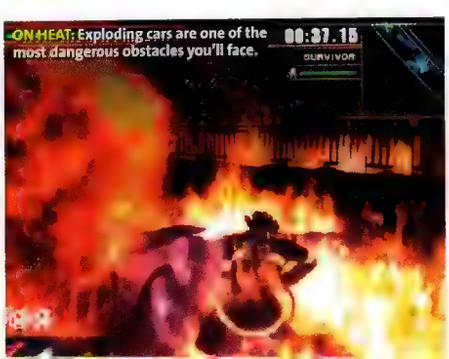
PSM2 BRONZE AWARD

This isn't a *completely* original game idea; there was a SNES game called *The Firemen* that featured the same gameplay elements (there was even a criminally ignored sequel on PSone), but on PS2 there's nothing else quite like it. Basically you traipse through various flame-infested buildings with your hose and set about getting rid of the fire. But in doing so, there are several harrowing obstacles to obstruct your path; car engines catching fire and exploding, leaky gas pipes, backdrafts... it's bloody terrifying at times – watching the flames creeping towards a jet of gas is oddly affecting.

Your main goal is to save the various survivors strewn across each level, and failing to reach them in time results in a horrible, burning death. You watch helplessly from behind an impenetrable inferno as a woman is encapsulated in flame. Unpleasant. And because you're up against something that could theoretically affect you in the *real* world, it's all the more painful. A blazing conflagration is infinitely more horrific than any kind of monster, ghoul or zombie – and it's for precisely this reason that we respect *Firefighter* not only as a game, but as a game that dares to innovate without shrinking away from the harsh realities of the fire department's grizzly daily duties.

You could do a lot worse than *Firefighter*, but then again you could do a lot better. The novelty wears off eventually and flame-erasing slowly becomes more of a chore than anything else. But for the first hour or two you'll love it. The plot is advanced through a series of news reports which really adds an air of authenticity to proceedings and the plight of the mentally juddered Dean is gripping. Fancy a change? Sick of staving people's faces in with crowbars and disembowelling demons? Then this is worth a look. **Andrew Kelly**

■ Firefighter F.D.18 *is exploding onto shelves now.*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The hose play mechanics are well designed. – Dean's a bit of a slow-poke dragging his hose.	+ Convincing explosions, realistic environments. – A bit murky, but smoke'll do that to a room.	+ Decent voice acting and explosive sounds. – Repeating samples from your commander.

LIFESPAN
Plenty of missions spread across a range of environments and then there's the medal system that rewards good flame dousage.
MINUTES — YEARS

IT'S BETTER THAN...
AIR RANGER

IT'S WORSE THAN...
BEING A REAL FIREMAN

It's refreshing to see a PS2 game that's both marginally realistic and set in a contemporary setting. *Firefighter* is ultimately shallow, though.

76

INFOSTRIP

DETAILS

Developer: Sammy
Publisher: Sega
Players: 1
Memory Save: 238kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Action
Robots
On-rails
Manga

"STEP FORTH GREAT WARRIOR. ER... WE SAID 'GREAT' WARRIOR"

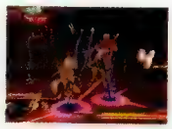
SEVEN SAMURAI 20XX

They're samurai, they're rock hard and there's seven of the buggers.

As the summer sun teases out swathes of lovelies clad in ill-fitting leisure wear, so does it deliver a disheartening amount of mundane action games. Thing is though, *Seven Samurai 20xx* could have been so much *more* – but in the end it ultimately devolves into another run-of-the-mill slicer, worthy of naught but the briefest of plays.

But before we start bleating about the game's many glaring flaws, we'll take a paragraph to tell you what's *good* about the game. Actually, half a paragraph is more befitting. Firstly, some of the areas actually look quite nice and the RPG sections are a joy to jaunt around. And secondly, some of the combat special effects are quite pleasant. Hmm, doesn't bode well for a game when the two best aspects are purely aesthetic.

Anyway, we've lavished enough praise on this turkey – let's get down to what's *wrong* with the thing. Well, pretty much *everything* is the long and short of it. The combat 'system' is simply a case of hitting r without deviation, and the combo system only serves to clutter the screen with flashing numbers to help hide the jaggy, soulless



environments and bad guys. We really can't be bothered with something as sluggish and lumbering as this. With such a rich heritage in the form of Akira Kurosawa's 1954 epic movie, we're baffled as to how Sammy squandered such a promising license on turgid pap like this. It's stale, it's uninteresting and it stinks. **Nathan Irvine**

■ Seven Samurai 20xx *is out now.*

PSM2 VERDICT

Man with pokey implement buggers around in quasi-futuristic environments. Yup – it's just as much fun as it sounds, really. Which isn't much at all.

33

INFOSTRIP

DETAILS

Developer: AMM
Publisher: THQ
Players: 1
Memory Save: 139kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Adventure
Film tie-in
Easy
For kiddies

"IT'S AS IF THERE'S A NEW MOVIE OUT. ZOINKS!"

SCOOBY DOO: MYSTERY MAYHEM

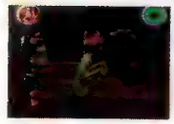
Q) Scooby Doo, where are you? A) I'm trapped in a dismal adventure game.

There was always something quite sinister about the Scooby Doo cartoons. The general consensus was that Shaggy was a pothead, Scooby (the talking dog) was a figment of his imagination and the rest of the gang were all swingers, cruising around America picking up partners for a super hallucinogenic bang-a-thon. OK, maybe that was just us, but we didn't trust that show *one bit*. And now our suspicions have been raised – *Mystery Mayhem* is an unpleasant game. But it's still quite charming. We're so confused.

The gameplay is in the mould of every other colourful action/adventure on PS2 – ill-judged stealth sections and all – but a new feature has been crudely implemented: teamwork. Scooby can squeeze through small spaces and Shaggy can clamber over cumbersome objects, so you'll have to combine their skills. It's a nice attempt at originality, but it feels too rigid and forced to be considered *good*.

The character models are bright and chunky, but the locales are technically uninspired. There's the odd nice lighting effect, and some of the cartoon-style character movements and actions are well realised. You can even don a comedy white sheet ghost costume and creep past unsuspecting ghouls and the music goes 'plink-plonk, plink-plonk' when you tip-toe. Just like the cartoon.

Look, we know this is a kid's game – but they could easily have appealed to an older market by



simply making the game tougher. Even a saucer-eyed child would be hard-pressed to squeeze more than a few hours enjoyment out of this average simplistic mess. There's a few flourishes but *Mystery Mayhem* just refuses to entertain solidly. And they would've got away with it too if it wasn't for us meddling kids. Ho ho! **Andrew Kelly**

■ Scooby Doo: Mystery Mayhem *is out now.*

PSM2 VERDICT

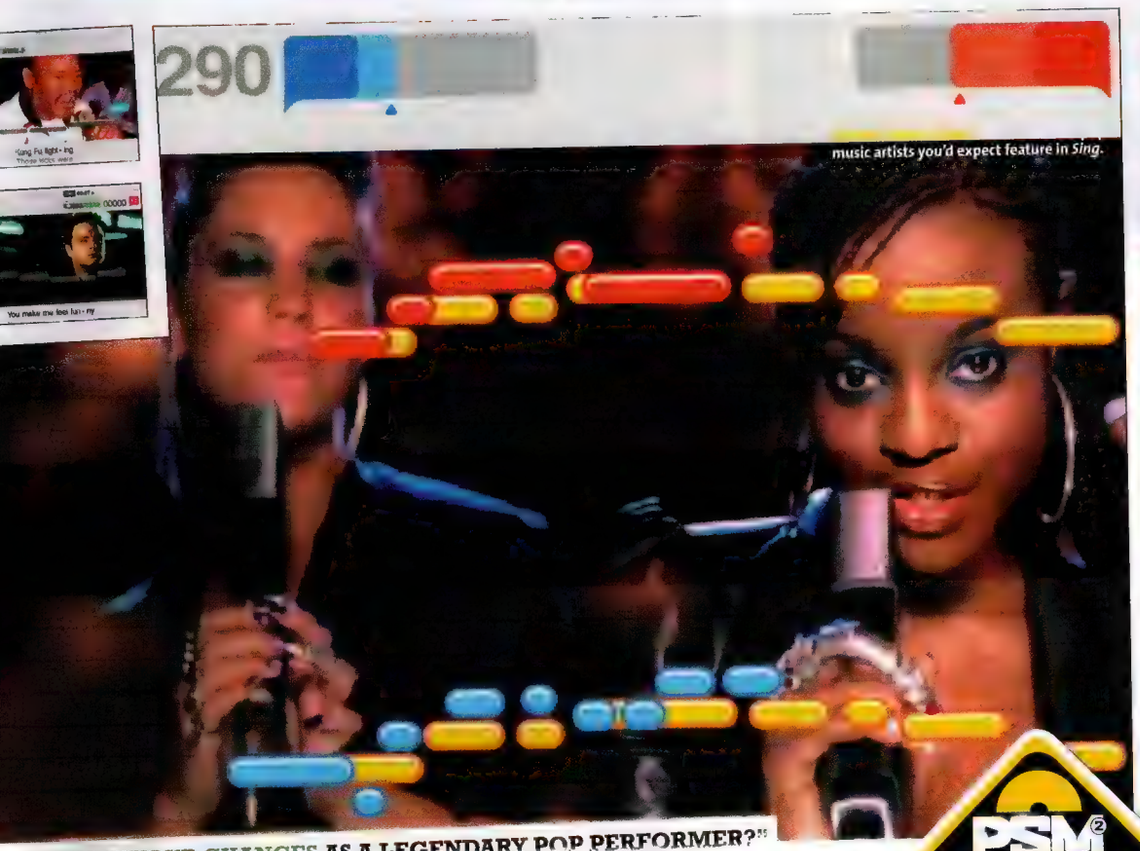
Another creaky film tie-in that both charms us with its cartoon stylings and curses us with it's poorly designed levels. It could have been much worse, though.

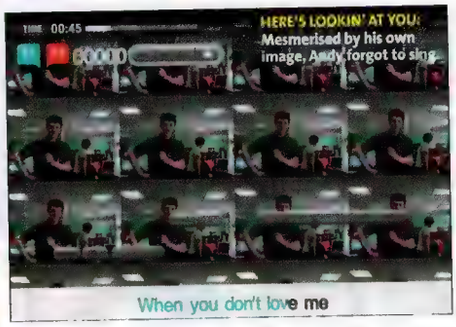
51

INFOSTRIP DETAILS
Developer: Sony London Studios
Publisher: SCEE
Players: 1-8
Memory Save: 172k-8Mb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN SIM...
"IT'S SO ACCESIBLE, SO ENTERTAING AND SO HUMAN. IT COULD EASILY OUTSELL THE NEXT GTA" PSM2#45

GAMEFACTS
Original
Easy
Addictive
Official License
- All official songs, with videos from all the pop numbers.
- Pass The Mic and Duet modes for party play.
- Star Maker mode.
- Supports EyeToy.





"FANCY YOUR CHANCES AS A LEGENDARY POP PERFORMER?"

SINGSTAR

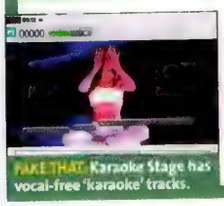
PSM2 GOLD AWARD

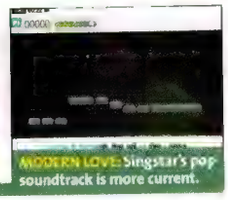
In the words of two great philosophers – well, Ant and Dec, actually – "watch us wreck the mic... psych!"

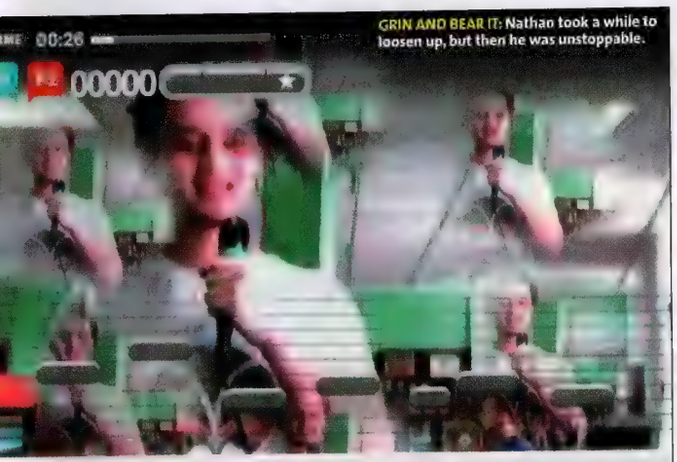
BAR VERY MUCH

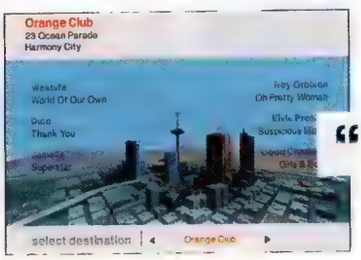
Konami's *Karaoke Stage* uses a simple to follow system of pointers and bars. Things are rather more random in *Singstar*. The line appears on the screen and your warbling is drawn over the top (over the video playing in the background). The result can be a bit of a mess on screen. But at least it's all real artists and real videos.

SING FOR A DAY: Singstar uses original songs, and you just kind of sing along with them, drowning out the original vocal.


FAKE THAT: Karaoke Stage has vocal-free 'karaoke' tracks.


MODERN LOVE: Singstar's pop soundtrack is more current.


GRIN AND BEAR IT: Nathan took a while to loosen up, but then he was unstoppable.
Step back don't try to kiss me
Right a - bout now I'm fif - ty fif - ty



Question: how do you review a game that's all about party atmosphere? A game full of soaring highs and desperate lows? A game that you *literally* can't play in an office full of jeering colleagues? Answer: by going on one almighty bender and taking notes afterwards. You join us at the start of a (virtual) Friday evening...

8:00pm – Meet in the pub for a cheeky livener. Can't have a dry throat, can we?

9:00pm – Home. White Russians all round. Ready to start 'the reviewing process'

9:05pm – Everything's set up. Two mics fresh out of the box, and everything. Nobody wants to sing. We consider jacking it in and playing *PES* instead.

9:07pm – Somebody risks a go at Take On Me. Everyone else carries on drinking.

9:30pm – Chaos. The booze has kicked in and people are literally *fighting* over the mic. The genius of *Singstar*, see, is that, unlike pub karaoke, it's all about *competitive* singing. An easy-to-follow line makes it obvious when you're off-key – perfect for Alpha-male vocal duelling. The only problem? Girls who've literally never held a joypad before can quite easily trounce you on their first go...

10:30pm – Flatmate appears to politely inquire if we'll be doing this all night. Tell him to go out again, as we're in the middle of a heated game of three-on-three Pass The Mic. There are several rounds in each game – including random select and Best Song, but the most punishing one ends the song the *second* you slip below the required standard. Tricky stuff. More White Russians, then...

11:43pm – Remember that it works with EyeToy. Plug it in and the screen's full of whatever's happening on the sofa, accompanied by various cheesy mid-'80s video effects. This, it's quickly decided, is the Best Thing Ever (despite making every video look a bit like Bohemian Rhapsody).

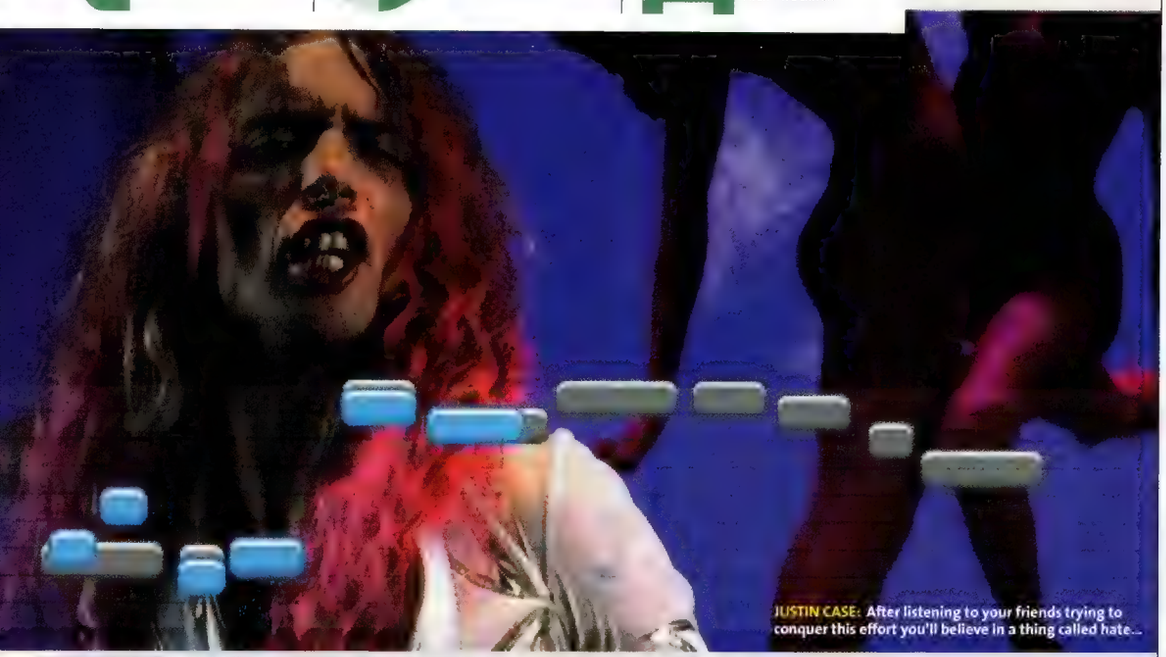
12:12pm – Woozy menu-scrabbling prompts a wondrous new development – the photo menu. Each song contains a set of 'golden

"THE GENIUS OF SINGSTAR IS THAT, UNLIKE PUB KARAOKE, IT'S ALL ABOUT COMPETITIVE SINGING"

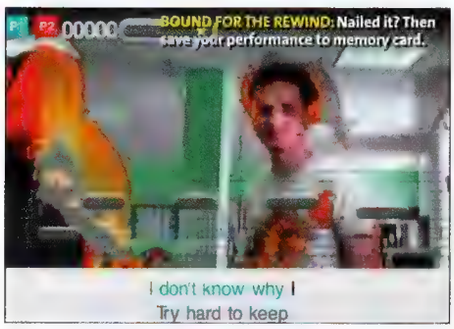
QUESTION...
What does the word Karaoke actually mean?

GAMEPIE
50% Singing
10% Cheering
10% Booing
10% Giggling
20% Repeatedly begging 'Is it my go again yet?'

ANSWER
It's a shortened version of 'Empty Orchestra' from the Japanese words 'Karappo' (empty) and 'Okesutara' (Orchestra). Aren't we clever?



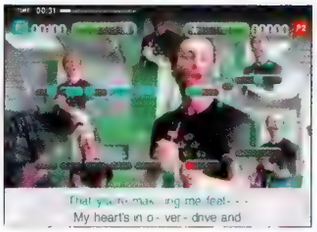
JUSTIN CASE: After listening to your friends trying to conquer this effort you'll believe in a thing called hate...



BOUND FOR THE REWIND: Nailed it? Then save your performance to memory card.

I don't know why I
Try hard to keep

...you're touching me ...thing called love



notes' – hit them, and you get a mini video clip of yourself. Strangely, this results in a lot of clips of people going 'aaaah.' This *would* be embarrassing, but, well... White Russians!

3:00pm – Flatmate comes in to compliment our singing and beg us to be quiet. Also, we seem to be running out of milk. Consider using paint instead.

3:15pm – Find the SFX menu with 'Baby', 'Deep' and 'Robot' options. It is the Funniest Thing Ever.

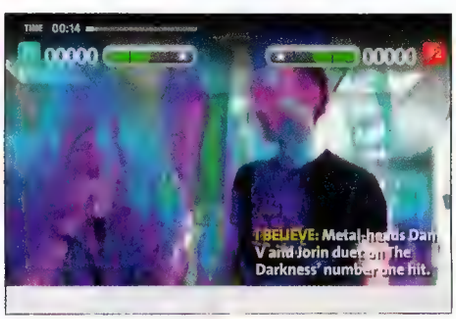
3:30pm – Flatmate unplugs the television and tells us exactly what he'll do if he ever hears us singing I Believe In A Thing Called Love again.

7:00am (Saturday morning) – Aaaargh! My eyes!

9:30pm – Briefly emerge from womb-like bed to make tea, scrape mouldy bits off the last slice of bread in the house and hunt for Nurofen. Unfortunately, the search accidentally leads to the living room, where the EyeToy camera's still shining like a tiny accusing eye. Oh dear.

10:30pm – Voice seems slightly raspy – not helped by accompanying visuals of pale, unshaven, slightly flabby man on screen. Switch EyeToy off and go back to watching the Sugababes.

11:30pm – Nnngh. Star Maker mode is not good. The pattern goes – sing in club, get glowing text message compliments from eerie pretend sycophant friends, sing in club again,



I BELIEVE: Metal-heads Dan V and Jorin duet on The Darkness' number one hit.

"SINGSTAR'S A GAME FOR PEOPLE WHO DON'T LIKE GAMES"

realise you're running out of songs you like, sing some more, earn new club, quickly run out of singable songs again, sing more. It doesn't help that there's a massive loading pause between 'Going To Bed' and 'Waking Up' – both represented by two-dimensional pictures. And how many times do we have to sing Blue's One Love? Christ.

12:30pm – After more creepy kudos and more singing, a breakthrough! A record producer's heard us wants to record a demo of... One Love. Chrrrist.

1:30pm – We've been singing solidly for three hours now. The personal organiser tells us we've done 42 songs and accumulated 2,170 Buzz Points and it's becoming clear that we're not going to earn any new comedy voices or backdrops, simply because *Singstar* isn't a reward-driven game as we know them. It's at about this point that the record executive rings to ask us to help out on our promotional tour... by singing One Love for him. Jesus. Frikkin'. Christ.

8:00am-2:00am – Different selection of friends comes round, and after initial trepidation (No, I'm not singing, no, you sing it, crikey, you mean it really recognises my voice, etc.) things progress in a suspiciously similar way to last night. Which, if you've been paying attention, means that though *Singstar*'s a bit of a duffer alone, and doesn't offer much in the way of solo incentive, with friends it's quite possibly the best game ever! Somebody fetch the vodka!

7.00am (Sunday morning) – Aargh! Etc. **Joel Snape**

■ Singstar *will be belting out the hits from May 21.*

ONE TRUE VOICE

UB40 or S-Club 7? Lauper or Lavigne? Ultimately, which of the upcoming PS2 throat-bruisers you'll prefer is down to the tracklist. For what it's worth, we're marginally in favour of *Karaoke Stage*'s classic line-up over *Singstar*'s more obvious pop bent...

SINGSTAR
Liberty X – Just a Little
Mis-Teeq – Scandalous
The Darkness – I Believe in a Thing Called Love
A-Ha – Take on Me
Pink – Get the Party Started
Jamelia – Superstar
Motorhead – Ace of Spades
George Michael – Careless Whisper
Avril Lavigne – Complicated
Petula Clark – Downtown
Sophie Ellis Bexter – Murder on the Dancefloor
Daniel Beddingfield – If You're Not the One
Carl Douglas – Kung Fu Fighting
Rick Astley – Never Gonna Give You Up
Westlife – World of Our Own
Ricky Martin – Livin La Vida Loca
Lemar – 50/50
Madonna – Like a Virgin
Roy Orbison – Pretty Woman
S Club – Don't Stop Movin'
Deee-Lite – Groove is in the Heart
Sugababes – Round Round
Elvis – Suspicious Minds
Busted – Crashed the Wedding
Village People – YMCA
Good Charlotte – Girls and Boys
Blondie – Heart of Glass
Dido – Thank You
Atomic Kitten – Eternal Flame
Blue – One Love

KARAOKE STAGE
Simple Plan – Addicted
Diana Ross – I'm Coming Out
Michelle Branch – All You Wanted
R.E.M. – It's End of the World As We Know It
Michelle Branch – Are You Happy Now?
Sixpence None The Richer – Kiss Me
Cher – Believe
Kool and the Gang – Ladies' Night
Michael Jackson – Billie Jean
Madonna – Like a Virgin
New Order – Bizarre Love Triangle
Barenaked Ladies– One Week
Mister Mister – Broken Wings
UB40 – Red Red Wine
Kool And The Gang – Celebration
Eagle Eye Cherry – Save Tonite
Aretha Franklin – Chain of Fools
Freezepop – Science Genius Girl
Avril Lavigne – Complicated
Black Crowes – She Talks To Angels
Hoobastank – Crawling in the Dark
Micheal Jackson – Smooth Criminal
Norah Jones – Don't Know Why
Dusty Springfield – Son of a Preacher Man
Sugar Ray – Every Morning
Huey Lewis – The Power of Love
Vertical Horizon – Everything You Want
Jennifer Lopez – Waiting For Tonight
Cyndi Lauper – Girls Just Want To Have Fun
Micheal Bolton – When a Man Loves a Woman
The Gin Blossoms – Hey Jealousy
Bette Midler – Wind Beneath my Wings
Pat Benatar – Hit Me With Your Best Shot
Van Halen – You Really Got Me
Nickelback – How You Remind Me
John Travolta Etc – You're the One That I Want

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Competitive singing – the best idea ever. – Not much incentive to progress alone.	+ All the videos for the modern numbers. – Bland backdrops to the Star Maker mode.	+ It records your voice for reverb playback! – No cheering and booing – unlike *Stage*.

LIFESPAN
There's a bit too much ephemeral puff-pop, but apart from that it'll keep you going for months.
MINUTES — YEARS

IT'S BETTER THAN...
PUB KARAOKE.

IT'S WORSE THAN...
SNOGGING

Polished, classy and genuinely groundbreaking. *Sing*'s a game for people who don't like games. And for people who love games. Christ, just buy it.

90

INFOSTRADA

Developer: Konami
Publisher: Konami
Players: 1-4
Memory Save: 199k
Widescreen: No
50-60Hz: Yes
Surround Sound: No

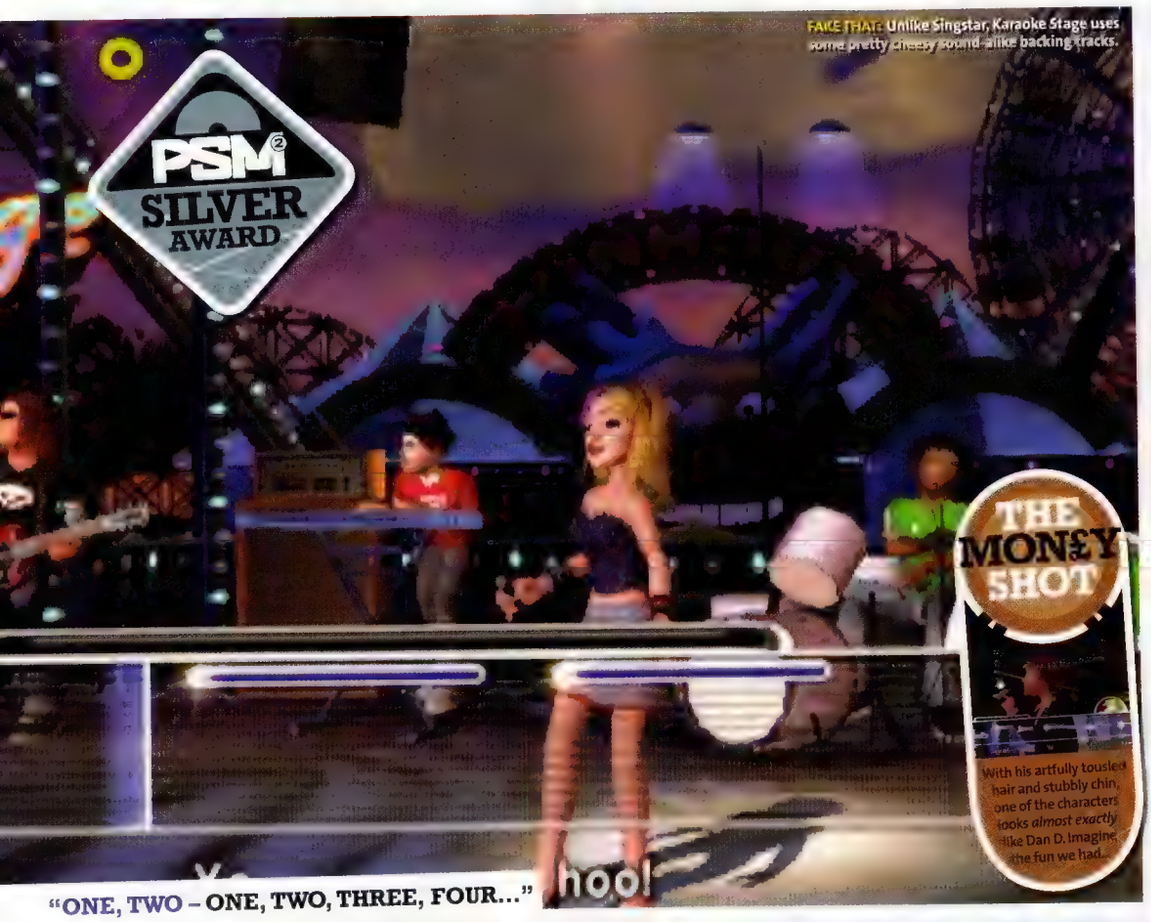
SING-ALONGS

- In the bath
- At the footy
- After the pub
- Auld Lang Syne
- During The Little Mermaid

GAMEFACE

Music | Realistic | PS2 Exclusive | Original

- Works with the *SOCOM* headset – or, in fact, any old USB mic.
- 30 songs that are *mostly* original versions.
- Eight characters with changeable outfits.


PSM2
SILVER AWARD
FAKE THAT: Unlike Singstar, Karaoke Stage uses some pretty cheeky sound-alike backing tracks.
THE MONEY SHOT
With his artfully tousled hair and stubbly chin, one of the characters looks *almost exactly* like Dan D. Imagine the fun we had...
hoo!

"ONE, TWO – ONE, TWO, THREE, FOUR..."

KARAOKE STAGE

Got no thumbs? Finally, your ideal game has arrived...

The score below is wrong. On a good day, it should read 136%. On a bad day, ooh, 43%. The thing with *Karaoke Stage* – the clue's in the title – is that it's less of a game, than an *experience*. Played in an office full of games journalists it's a daunting experience. Nerves cloud your brain. Notes wobble. Onlookers laugh. Played with friends, and aided by the shame-dousing properties of booze, it's not just addictive, but revelatory.

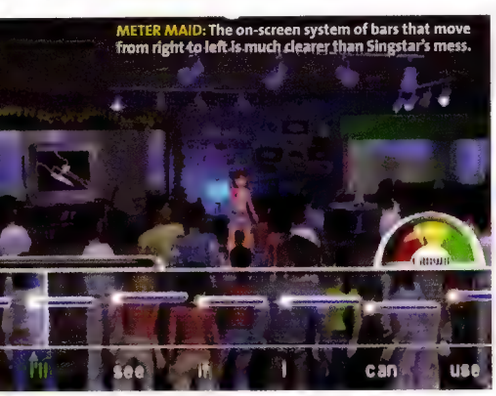
The concept is simple. Sing in time – and, more testingly, pitch – with the music to score points. That's it. The better you sing, the better you score. Fairness, see? The cornerstone of any great game. A little on-screen arrow wobbles up and down along a rolling horizontal bar to indicate whether you're singing high or low. Even more majestically, you can 'save' a song mid-warble by lifting an octave or dropping a level of bass. When you nail a note, the bar glows, the on-screen crowd erupt and you feel frikkin' great. It's a moment that transcends mere games and wraps you up in a big fat mother's hug.

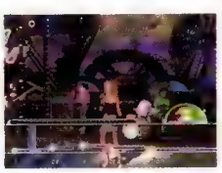
Better yet, just watching and rooting for your friends can become a near-religious shared experience. Boozed and woozy, the PSM2 games clan has watched dear friends slowly mutate from fart-voiced, quivering wrecks, to confident, smiling, warblers. It's a proud moment; a transitory, yet engulfing, high – better than watching the last bit of Karate Kid while licking Prozac off Angelina Jolie's pert party jellies. Conversely, there's a lot to be said for watching your pals get booed off stage, punching them (really hard) in the arm and laughing your ass off. Losers.

Song wise, it's old skool, but gravy. Mr Mister's 'Broken Wings', Avril Lavigne's 'Complicated' and Huey Lewis' 'Power of Love' are office favourites, but there's plenty of cheese in the form of Cher's 'Believe', or Olivia Newton John and Bum Chin's 'You're The One That I Want'. Sony's *Singstar* has the more mainstream, modern tunes, but Konami's effort is definitely the choice of older crooning nostalgics. In single player, there's a variety of difficulty levels and a Pop Idol aping Career mode, but – honestly – that's not the point.

Sony's game might have the aesthetic MTV generation edge and sassier artists, but Konami's singing system is more exacting – and procedurally, much more rewarding in the long run. You might not warm to the cartoon exterior, but deep down beats a game with greater soul. The score below is wrong. But on the right occasion, looking into the eyes of people who love you, it never felt so right. **Daniel Griffiths.**

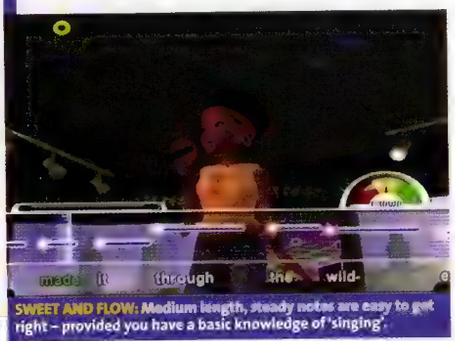
■ Karaoke Stage *clears its throat on May 28th.*



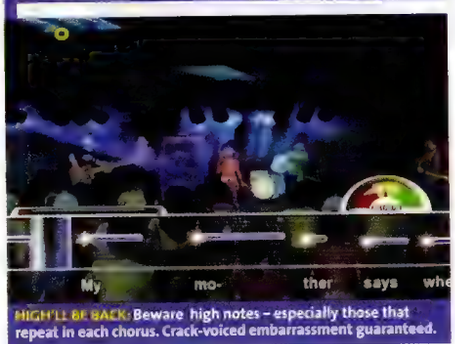


CROWD PLEASER

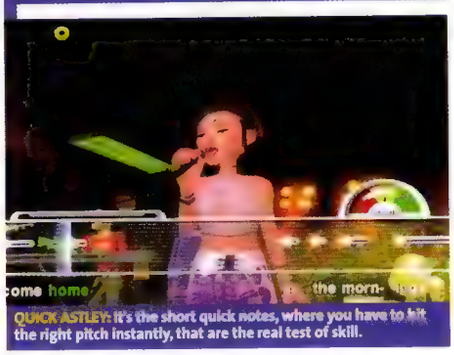
Scoring's simple – hit enough notes and the green bar sparkles. Get enough sparkly bars and the crowd whoops. Hit the 'special' stanzas and they go absolutely bananas. Conversely, miss a few notes and they'll taunt you until their throats are raw. One thing's for sure: it's not a game for the easily intimidated.



SWEET AND FLOW: Medium length, steady notes are easy to get right – provided you have a basic knowledge of 'singing'.



HIGH'LL BE BACK: Beware high notes – especially those that repeat in each chorus. Crack-voiced embarrassment guaranteed.



QUICK ASTLEY: It's the short quick notes, where you have to hit the right pitch instantly, that are the real test of skill.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Lovely interface makes staying in tune a joy. – The lack of multi-player modes is irritating.	+ Typical spangly Bemani performance incentives. – None of *Sing*'s slick, girl-band-heavy videos.	+ The crowd whoops really up the intensity. – It's not really Elvis doing Heartbreak Hotel.

LIFESPAN

There are plenty of dubious 'classics'. It's going to depend on how much you like Kool and the Gang, really.

LOW — YEARS

IT'S BETTER THAN...
SHOWER TIME WARBLING

IT'S WORSE THAN...
SINGSTAR

More rough 'n' ready than *Singstar*, but heavy on the precision gameplay that Konami have been honing since *Dance Revolution*. Take your pick.

85

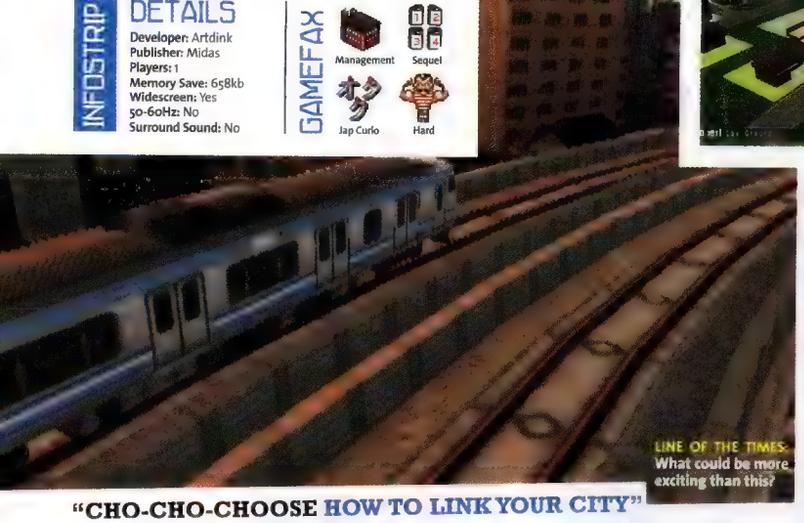
INFOSTRIP

DETAILS

Developer: Artdink
Publisher: Midas
Players: 1
Memory Save: 658kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEFAX

Management | Sequel | Jap Curio | Hard



LINE OF THE TIMES: What could be more exciting than this?

"CHO-CHO-CHOOSE HOW TO LINK YOUR CITY"

A-TRAIN 6

The train's about to leave the station. All aboard for the ride of your life! You big, fat anorak.

Hands up how many of you wanted to be a train driver when you were young. And how many of you are train drivers now? Exactly. Doesn't seem quite so sexy when you hit double figures, does it?

A-Train 6 nonetheless realises your childhood dreams as it allows you not only to drive a train, but create a complete public transport system and *even set the timetables*. OK, although it's extremely easy to dismiss it as a game for the terminally geeky, it's actually a complex and absorbing challenge – but a peculiarly Japanese one.

Our Eastern cousins love this shit. Train sims – such as the popular *Densha De Go* series – are as well-loved over there as footy games are over here, hence this, the sixth iteration of the *A-Train* series. But it's not *just* about trains; it's also a *Sim City* clone, and is as much about creating a teeming metropolis with business districts and urban sprawls as it is connecting cities together via railway. Get stuck into it and it's as deep as you want it to be.

But it's *hugely* unfriendly. Unforgivably, there's no tutorial, so you're flung right in at the deep end, and unless you put the hours in (and we do mean hours) it's almost unfathomable. The dedicated will want to persevere, of course, but for the mainstream gamer – or, indeed, anyone that likes a bit of action – this is going to be a hard game to love even at its budget price. **Jes Bickham**

■ *A-Train 6 has already left the platform.*

PSM VERDICT

Unfriendly and terminally uncool, but if you 'get' it, then the simple pleasure of creating a city and its transport system is hard to deny.

60

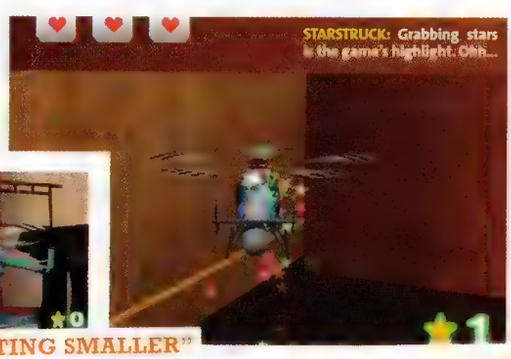
INFOSTRIP

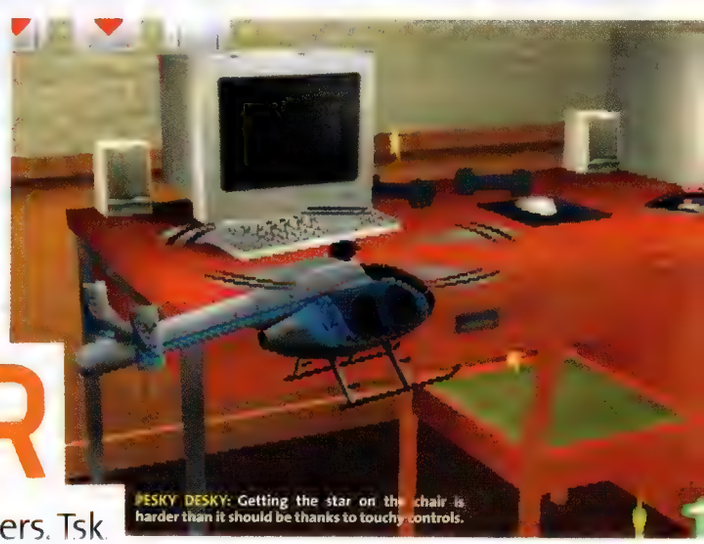
DETAILS

Developer: Xplosiv
Publisher: Empire
Players: 1-2
Memory Save: 225kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Air Combat | Hard | Stupid | Shit





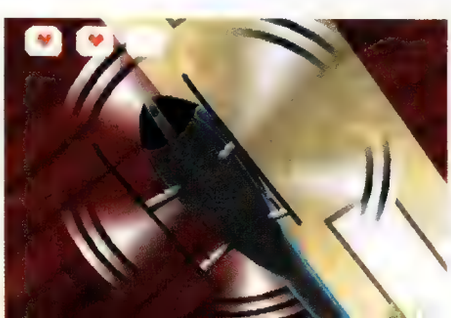
"IT'S A SMALL WORLD AND GETTING SMALLER"

GO GO COPTER

An object lesson in how to de-fun radio controlled helicopters. Tsk

Like quantum mechanics, tax returns and Nora Batty, flying helicopters is in no way easy. This is just and right in the real world, where stringent tests and many hours of flight-time conspire to keep dumbasses out of the air and in front of Back To Reality, rather than plummeting into the ground in charge of millions of pounds worth of whirlybird. But how should it be in a game? It should be fun! Not like trying to wrestle a drunk and naked Johnny Vegas as you freefall from 10,000 feet. Or six feet, as the case may be.

Go Go Copter is only £12.99, but we can't recommend it even at such incrdeibly low price. It's just far too fiddly. With one analogue stick controlling direction – up, down, turn – and one controlling movement, the basics seem to be taken care of, but over-exaggerated momentum and inertia and a *terrible* camera spoil everything. Without making the tiniest, twitchiest movements the various choppers swing and veer wildly, with accurate flight a wistful daydream rather than a pleasing mess-free indoor reality.



It really is a crying shame, as a cheap-ass game about radio-controlled choppers fluttering around in domestic environments sounds like a great idea. But the reason why it's cheap – other than its disappointingly guff – is that it's tiny. There's a perfunctory two-player mode, but the other main modes (Challenge and Adventure) offer less than an afternoon's entertainment. Go get that Busted CD you wanted instead, kids; there's nothing to see here. **Jes Bickham**

■ *Go Go Copter's blades are spining already, sadly.*

PSM VERDICT

A great idea with a fantastic price point, but all the good work is wasted in cold, hard reality. More Budgie than Blue Thunder, unfortunately.

37

INFOSTRIP

DETAILS
Developer: Kuju Ent.
Publisher: Codemasters
Players: 1-4
Memory Save: 1909KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUNDITS
- Ken Wolstenholme
- Ron Atkinson
- Andy Gray
- Barry Davies
- Peter Brackley

32
The number of sides that you can choose from in *EIF*. Pit your assembled England against the mighty Brazil to set the record straight. "Come on En-ger-land!"

GAMEFACE
Official license
Sports
Multi-tap
Bonus disc

- There are 32 national sides to choose from.
- Up to four players multiplayer action.
- Seven game modes including Euro Champs and custom cup.

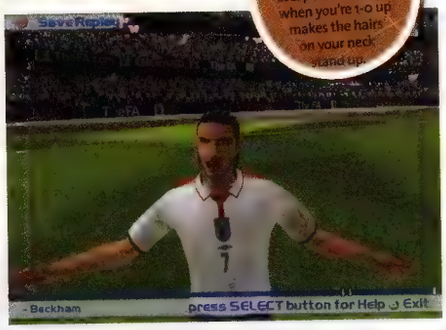
OWEN GOAL: Micheal Owen thumps one past Barthez. Decent player likenesses eh?

IT'S IN THE GAME

Ever thought you'd be better playing up front than Heskey? Or pondered if you'd be less fallible playing in goal than David James? Well *EIF* lets you create your team's carbon copy on screen and then you can take them off to the championships. Portugal here we come!

STATS YOUR LOT: So, who's gonna be honest enough not to set the skill levels to the max?

Hearing the crowd singing the Great Escape theme tune when you're 1-0 up makes the hairs on your neck stand up.



SAVING GRACE: Codies have made DJ positively unbeatable, if only...

"IS THE FOOTY CASH-IN SEASON OVER YET?"

ENGLAND INTERNATIONAL FOOTBALL

It's coming home... but it'll no doubt end up back at the shop.

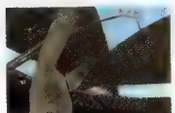
What if there wasn't any skill involved in football. Imagine if all Zidane did was apply the basics for 90 minutes. You'd feel pissed off. Zi Zi doesn't work his magic at every opportunity, but when he performs his exquisite pirouettes, it makes the entire experience more exhilarating. Imagine a game that applies this theory and you're thinking of *England International Football*.

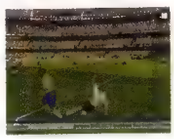
This is *Club Football* in a new Euro 2004 kit. If you've played *Club Football*, then you won't find any innovative gameplay here. *EIF* does play *football* well; the passing, shooting and, erm... running do what they're supposed to, but we're in an age where footie sims have enhanced our playing experience. Gamers now demand more diversity for their money. But alas, *EIF* has thrown caution to the wind to give us a no-frills football title clearly aimed at tricking people as they reach for EA's proper (but equally disappointing) *Euro* game. The action flows adequately in most areas, but some aspects feel like they have been designed to create annoyance. For example the way that the goalies seem to become superhuman in one-on-one situations, is pathetically frustrating. There aren't any tricks to bamboozle the opposition; it's just bread and butter play. If *EIF* were a player it'd be Carlton Palmer playing on a boggy pitch. Wearing roller-boots.

EIF has the full England license and it also has international teams from around the globe. PSM2 smelt a hastily made game to tie-in with the Euro 2004 competition and, once in the disc tray, our nasal perceptions were proved to be correct. Graphically *EIF* is well represented. All the players are similar to their real life counterparts, plus all the kits are well replicated. The animation has pushed itself above the *Club Football* series, with player responsiveness while controlling the ball feeling good, but it all still needs *polishing*.

EIF hits the *basic* features but in a market that's swamped with football titles, diversity is the key to success. There just isn't anything added to the basic gameplay to keep the hardened footy fan happy. *EIF* is similar to the England national side; it looks good, but when it's put under pressure it just doesn't perform. **Nathan Irvine**

■ England International Football *is in stores now.*





PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Want football? You've come to the right place. Like basic play? You're still in the right place.	+ Some nice graphic animations. – Some players look like Kryten from Red Dwarf.	+ The big match ambience is well done. – Barry Davies' inability to be spontaneous.

LIFESPAN
EIF is playable, but not on your own. Get a few mates round and you may have some extended fun with it.
MINUTES — YEARS

IT'S BETTER THAN...
CLUB FOOTBALL

IT'S WORSE THAN...
PES3

EIF has made some improvements in animations since *Club Football*, but the game is as basic as they come. Still fourth place in a competitive gaming league.

62

mobijo.com

Polyphonics, Monophonics and True Tones

Polyphonics: Nokia, Samsung, Sharp, Sagem, Panasonic, Sony Ericsson, Motorola, Siemens, Sendo, LG, O2 Active
Monophonics: Nokia, Samsung, Motorola, Siemens, Sagem, Sendo
True tones: Nokia, Sagem, Panasonic, Sony Ericsson

ALL TONES ARE MONOPHONIC & POLYPHONIC! NOW LOOK FOR THE '#' FOR TRUE TONES

the hottest tones out there!!

CHA CHA SLIDE - dj casper	113506	THE WAY YOU MOVE - outkast #	113173	LYNX AD - FEELING THE LOVE - reactor	113695
HEY MAMA - the black eyed peas #	113460	SHE WANTS TO MOVE - n.e.r.d	113539	SOMEONE LIKE ME - atomic kitten	113639
TOXIC - britney spears	113435	INSANIA - peter andre	113590	NO MATTER WHAT.. - benny benassi	113575
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INFOSTRIP
Developer: Rockstar San Diego
Publisher: Rockstar
Players: 1-4
Memory Save: 657kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

"IT'S LIKE OLD-SKOOL SHOOTER GRADIUS, BUT WITH COWBOYS. AND IN 3D"
PSM2#48

GAMEFACTS
Action/Adventure
addictive
Original
Violent
- Intense revenge-driven storyline.
- Around thirty different weapons to use.
- Control six different characters throughout the course of the game.

PSM2 SILVER AWARD

HIDE 'N PEEK: Taking cover is crucial if you don't want to get buried in a cheap pine box.

HOW THE WEST WAS WON

It was a hard life in the Wild West of the 1880's, but Red's got everything he needs to be the toughest gunslinger in town. The Dead Eye mode is particularly cool. A press of L2 triggers a sepia-toned slo-mo sequence where you target multiple areas of the opponents body, before letting loose with a flurry of deadly shots. Control the targeting reticule with the right stick and rack up multiple shots that you'll rattle off quickstyle.

Dead Eye mode, before all hell breaks loose again.

Make sure your aim's true.

Irons from horseback is cool.

"IT'S WHISKEY FOR BREAKFAST AND SHOWDOWNS AT NOON"

RED DEAD REVOLVER

Get off yer hoofed quadraped and drink yer bovine lactation. Wait, that's not quite right...

Blam! Blam! Blam! Three bullets, straight and true. He slumps to the floor gurgling 'I'll see you in hell...' through a blood-choked windpipe. We twirl our twin revolvers round our fingers, holster them and stride off nonchalantly, spurs rattling as we whistle along to the haunting tunes of Ennico 'The Good, The Bad & The Ugly' Morricone. Jeez, we feel just like Clint Eastwood. Look. We've even got the poncho. And the gravely voice. We like this. We like this a lot.

It might never have been though. *Red Dead Revolver's* had a tortuous birth. Starting out as a Capcom game developed by Angel Studios, it vanished like cattle in quicksand before Rockstar bought the developer and gave it a spit-n-polish from the *Grand Theft Auto* boys. We're pleased they did – there's a pile of great ideas here, piled higher than corpses at the OK Corral.

Red Dead's all about the rootin' tootin' shootin'. It's not free roaming. It's got levels as straight as a rifle barrel. It's a third-person blaster that's rammed full of balls-out action, reminiscent of old-fashioned shooters from the 16-bit days. It's old skool and it's loving it. This is a gritty tale of revenge, following the path of main character Red Harlow's life from innocent youngster to grizzled, battle-scarred bounty hunter hell-bent on avenging his father's death at the hands of a corrupt Mexican military officer.

Starting out a lone stranger in the township of Brimstone, Red picks up the trail of his father's murderer while earning his living killing the local low-life for the sheriff. Right from the off, the gun fighting action's utterly thrilling, and choreographed perfectly to re-create the feeling of a spaghetti western. Enemies pour out of nearby buildings, take aim with rifles from balconies and roof tops and work their way forward, ducking behind barrels, boulders or whatever else is to hand. Red can take cover himself of course, and a press of ○ flattens him against cover or ducks

"BUFFALOS MAKE BRILLIANT BATTERING RAMS RIDING BAREBACK"

QUESTION...

Hey, wait a minute – wasn't this originally a Capcom-helmed game? What's the deal – how come Rockstar have got involved?

PUBTALK

The smart arse thing to say down the boozer.

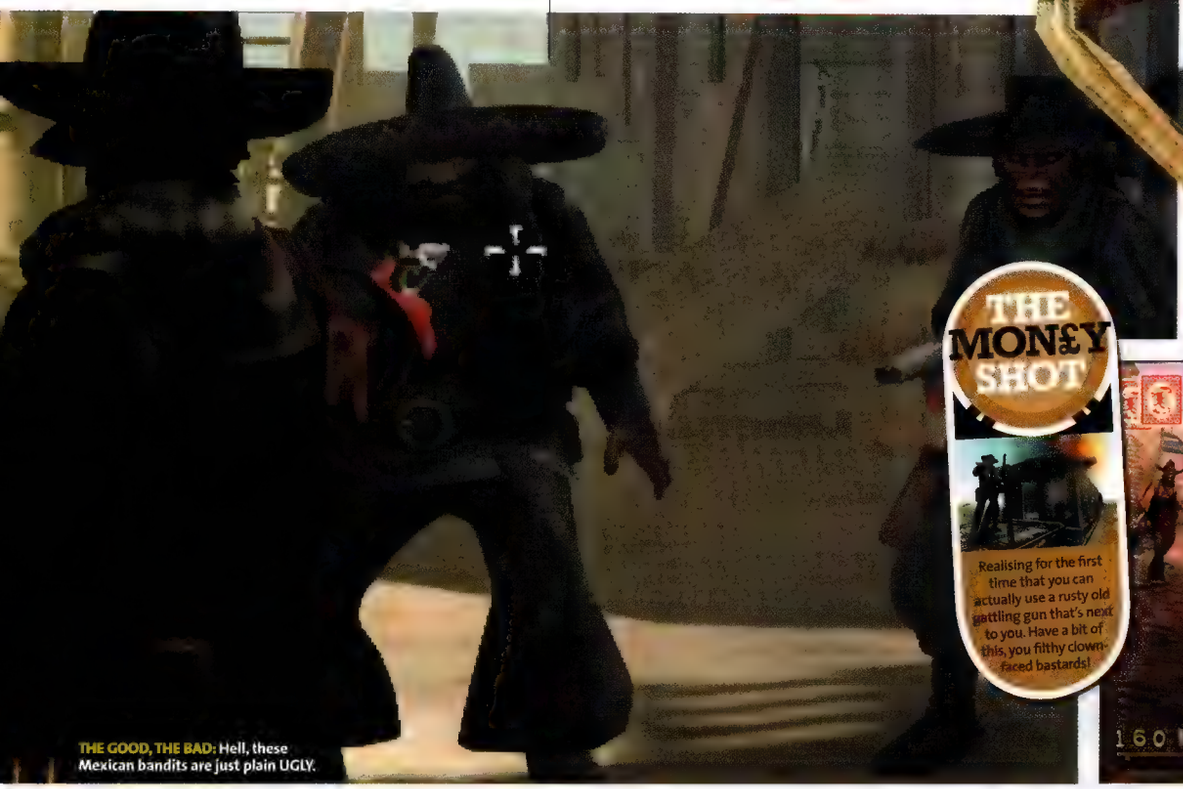
"Of course it's basically ancient arcade classic *Boot Hill* all over again. Only in 3D. On a PS2. In 2004. Er... Anybody fancy a drink?"

TOP 5 GUNSLINGERS

- Billy The Kid
- Wild Bill Hiccock
- Butch Cassidy
- Mad Dog McCree
- Marty McFly

ANSWER

Yup, it ws indeed a Capcom title but when Rockstar bought the developers they got the half-finished game along with the deal.



THE GOOD, THE BAD: Hell, these Mexican bandits are just plain UGLY.

BACK IN BLACK: It's not all scorching deserts. There are some moodier locations.

THE MONEY SHOT

Realising for the first time that you can actually use a rusty old gattling gun that's next to you. Have a bit of this, you filthy clown-faced bastards!

BRING OUT YOUR DEAD: This coffin conceals not a corpse, but a deadly gattling gun.

DAVY CROCKETT: He has terrible fashion sense, but he's a crack shot.

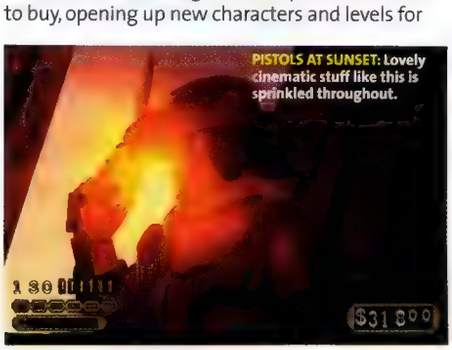
EXTRAS! EXTRAS! EXTRAS!

A cowboy's ransom

- Unlock extra goodies such as bonus characters, levels and weapons for the 1-4 player split-screen multi mode by completing levels with high statistics and crack-shot dead-eye accuracy.

him behind the nearest safe haven. Then, from relative safety, he can take aim by holding L1, and pop out to pick off gunmen. And, as you would expect from a company famous for its adult content, there's lashing of ketchup on the go.

An auto-aim locks onto enemies, but you're rewarded with extra dollars if you're precise, taking time to pick each one off with headshots. Red even has a 'Dead Eye' special move where everything slows down, goes black and white and lets you pick multiple targets with a single reticule sweep (see How The West Was Won). Of course, all this gun fighting means that your weapons begin to wear out, but Red's able to spend some of his blood money on repairs, buying upgrades and even some sparkly new ones as the game progresses. Between missions, he's free to wander around Brimstone too. Visiting other shops uncovers stuff to buy, opening up new characters and levels for the excellent 'Shootout' multiplayer mode.



PISTOLS AT SUNSET: Lovely cinematic stuff like this is sprinkled throughout.

Red Dead's full of surprises. There's six playable characters for a start, with the action switching to, say Shadow Wolf the Native American Indian or moustachioed Englishman Jack Swift for a while, before reverting back to Red's tale. There's the also the obligatory saloon brawl, and a stealth section before you're suddenly atop a stagecoach, fending off enemies on horseback. You even get to ride the odd horse or two yourself and in one level you get to charge around on bulls – which make brilliant battering rams as you charge headlong into crowds of enemies.

The game's Boss battles are great, with some memorable characters to face off with. Pig Josh, for instance, likes to blow both himself and you up with dynamite. Professor Perry lobs Nitro Glycerine around while Mr Black carries a gattling gun stuffed in a coffin, of course.

While all this variety is admirable it doesn't always work. The train section is clumsily done often ending in Red simply falling off the back like a dumbass. Plus, exploring Brimstone's is pretty pointless. You can buy a saloon, but it just opens up new stuff in Showdown mode. It's all fluff to give the impression of something bigger than the excellent third-person shoot-em-up it obviously is.

Let's face it. *Red Dead* looks great, it's very careful to keep you interested with new scenarios and new characters every five minutes and, like we said, it's rammed with original and frequently laugh-out-loud tricks to keep you playing. Sure it's a no-brainer but when has having fun ever been about being smart? **Daniel Griffiths**

■ Red Dead *is blasting into town on May 28th.*

HOWDY PARDNERS

Red's the mainstay of the game, but you'll also get to step into the shoes of ranch owner Annie Stoakes, English gent Jack Swift, and native American Shadow Wolf. You even get to play as the object of Red's vengeance, General Diego, in a hectic battle against the US cavalry.

WOLF CLOTHING: Shadow Wolf's very handy with a bow and arrow, and deadly with a blade.

HAVE A HEART, DIEGO: The General's mission has you dodging cannon fire while trying to take a bridge.

ANNIE GET YOUR GUN: Protect Annie's ranch from hoodlums, with the aid of the odd buffalo or two.

"IT'S FLUFF TO GIVE THE IMPRESSION OF SOMETHNG BIGGER"

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Well choreographed shooting throughout. – The bits in town are a bit of an after thought.	+ Nice 'ye olde worlde' flavour throughout. – Can get a little glitchy during heavy action.	+ Brilliant Morricone-style soundtrack. – Voices are a little over the top at times.

LIFESPAN

Multiplayer mode offers a bit of harmless blasting for you and a few mates, but it'll not keep you occupied for that long.

MINUTES ... YEARS

IT'S BETTER THAN...

ZOE 2: THE 2ND RUNNER

IT'S WORSE THAN...

TIMESPLITTERS 2

Thrilling Wild West shooter that keeps on giving. Dazzling action and a host of great characters make for a memorable, highty entertaining experience.

86

INFOSTRIP

DETAILS
Developer: Atlus
Publisher: Koei
Players: 1
Memory Save: 377kb
Widescreen: No
50-60Hz: No
Surround Sound: No

DO ABOUT
http://www.atlus.com/dis/
The official *Disgaea* website is packed with useful info, screenshots and desktop wallpaper for computer-owning fanboys. Brilliant.

GAMEFACTS

- Create as many custom characters as you like.
- Over a hundred skills and spells to master.
- Eight separate game endings to witness.

PART TIME: This screen lets you build up your party with any combination of characters you see fit.

THROW ME A BONE!

The ability to throw characters mid-battle is incredibly helpful. If a demonic wretch is chucking fireballs atop a cliff then you can lob Laharl up to slice his face off. Alternatively, you can toss a Prinny (a talking penguin, basically) and it'll explode. This puts him out of action however, and you'll feel a sting of sadness as he succumbs to a fiery death.

Yes it's true, some of the special moves remind us of an Orbital gig – flashy, colourful and full of eye-caressing pyrotechnics.

"DIVIDE AND CONQUER, MY SON. DIVIDE AND CONQUER"

DISGAEA: HOUR OF DARKNESS

It's quirky, it's very Japanese, it's hardcore and we love it.

The words 'turn-based' and 'RPG' don't conjure up the most tasteful of images. Your brain is invaded by visions of a bearded bloke with heaving over a desk, dripping foul sweat and commanding an army of plastic goblins with his greasy cohorts. These are the kind of people who wear dirty macs and gaze at women from afar, furiously fumbling around in their pockets and dribbling uncontrollably. Theirs is a world of sporadic facial hair, clotted pores and unremitting, ceaseless virginity. Thankfully, *Disgaea* is not a component of this lustreless circle – it is, in fact, a compelling Japanese curio that will have strategy fans reeling with discomposure. It's, in a word, great.

So why do we like it so much? Well, firstly, it's uncommonly playable. If you've ever laid your hands on games like *Tactics Ogre* or *Final Fantasy Tactics* on PSone you'll know how addictive this kind of tactful tussling can become. Each 'turn' requires the player to make a move on the battlefield (which is composed of squares on an isometric grid). Once the player and their allies are in position, commands are selected and then executed. Proper placement can result in combos, team attacks or critical hits so it pays to strategize. While this sounds terribly boring and toilsome on paper, it proves to be both addictive, engaging and hugely pleasing in practice.

On the visual front, *Disgaea* looks like pixelated lung butter. The battle sequences are decent enough, but the RPG sections curse your eyes with their 2D roughness. But the real difference between this and other RPGs is the plot and characters. You control a gobby young prince called Laharl whose goal is to rule the netherworld. That's it. There's no convoluted, poe-faced, preachy, talky-talky *Final Fantasy* style epic storytelling here; the entire game is just one big piss-take. Even in the deepest, darkest, demon-infested dungeon the characters make crap jokes and spout sarcasm. Plus there are talking penguins who call you 'dude' and sassy demon bosses who berate your fashion sense. It's also occasionally self-refential, skewing the line between seriousness and flippancy even further. It's *Super Puzzle Fighter* compared to 'serious' *Tetris* all over again.

But will non-RPG fans enjoy this? The battle system is too – dare we say it – *hardcore* for casual trigger-flickers, and the sheer amount of tinkering will put them off even more. *Disgaea* will open your eyes – but enlightenment comes at the price of a sore arse. If you've ever wanted to take a chance on a game this is it. **Andrew Kelly**

■ *Disgaea is taking its turn some time in May.*

PSM2 VERDICT

GAMEPLAY
+ An unequivocal triumph of good design.
– But it's sure to confuse casual gamers.

GRAPHICS
+ Excellent character design...
– ...but everything else is sub-SNES pap.

SOUND
+ Great voice acting. Hummable choons.
– Some of the music is a bit shit.

LIFESPAN
You can complete the bulk of the game in around 40 hours, but the scope for upgrading and further exploration is limitless.
MINUTES ... YEARS

IT'S BETTER THAN...
ROMANCE 8

IT'S WORSE THAN...
FINAL FANTASY X

A game for people who *love* strategy. If you don't, chances are it'll zip over your bloated head and you won't even know it existed, which would be a great loss.

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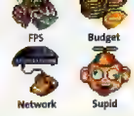
INFOSTRIP

DETAILS
Developer: Climax
Publisher: Take Two Int.
Players: 1-8 (online)
Memory Save: 340kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"The game was originally subtitled Word To The Mothership, but was changed to Next Encounter for reasons unbeknown to anyone."

GAMEFACTS
50% Doom
20% Quake II
10% Unreal
10% Duke Nukem
10% Wolfenstein 3D



- Forty levels set in feudal China, ancient Rome and Atlantis.
- Twelve weapons which to unfurl your enemy's face.
- Vehicles: jeep, submarine and a combine harvester.

LIGHT MY FIRE: Some of the lighting effects are dazzling, as this screenshot will testify.

THE MONEY SHOT

Racking up a super killing spree combo in the hundreds is invigorating. The music goes all hyper drum 'n' bass and you're *unstoppable*.

BOMB SQUAD

The most ridiculous (and tasteless) enemy has to be the suicide bomber. Its blood-curdling screams can be heard from every corner as hundreds of the buggers hurl themselves at you. It's enough to give you shellshock.

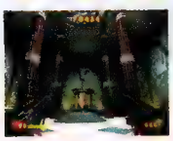
ROCKET SAUCE: Shooting a suicide bomber with a rocket launcher is not advised – just look at the state of our health bar.

SCORPIONING: This looks like a boss, but it only takes about ten bullets to fell.

"PREPARE TO LOWER YOUR IQ BY SEVERAL POINTS"

SERIOUS SAM
NEXT ENCOUNTER

It's not big, it's not clever, but it sure is a whole load of shrapnel-shedding fun. Ready, aim, fire!



So this is what we have become. Generations of man's ingenuity and scientific research have, in the end, amounted to *Serious Sam* – the dumbest, most brainless, thumb-fisted, drooling, senseless FPS *ever*. Even *Doom* had some semblance of *plot*. But wait; this can't be right... we're actually *loving* this. We're finding it hard to drag ourselves away from the relentless gunplay and gorgeous whizz-bang spot effects. We've been mentally reverted to man-apes, curiously bemused and excited by this loud flashing thing. We're suckers for its eye-fondling, ear-caressing charms – curse our primitive minds.

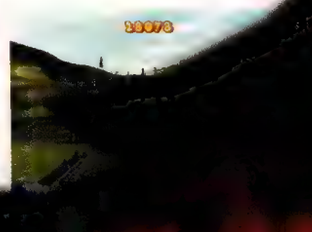
If you want an idea of how *Sam* plays, cast your mind back to *Doom* on the PC (or PSone, if you'd prefer) – remember how you were thrust straight into the action with nothing but a gun and your wits to protect you? Well *Sam*'s like that, only wit isn't a necessity, and you start out with several big guns with seemingly limitless ammo. And remember how *Doom* consisted mainly of backpeddling, gunning down foes and strafing like a loon? Well *Sam*'s *just* like that, only with bizarre squid on bikes instead of snarling demons. And a stupid man in ass-hugging jeans in place of a disgruntled space marine.

The levels themselves are filled to

PSM2 BRONZE AWARD

CAVED IN: Here it is, the token bland cave level. Dull and very brown.

TOWER RECORDS: Kill this fiend, flick a switch and it's problem solved.



TOP 5
SERIOUS FOLK

- Mark Kermode
- Will Self
- Germaine Greer
- Jeremy Paxman
- Dale Winton

PIG UGLY: These snarling boar fiends should be dealt with in the usual way; death.

JEEP WILLIKERS

The Serious Jeep is equipped with power steering, traction control, electric windows, two beverage holders and a heat-seeking super rocket launcher. Chucking it around is great fun, even if it does blow up eventually.

WHEEL MAN: The Jeep's equipped with a burning smoking, [illegible] Sheepy a case of drive-and-fire – once it blows up, that is.

CHAIN GANG: Sam introduces a threesome of evil alien mechs to his chaingun. Nasty.

TOSS A GROIN: Sam shoots a demon in the nether-regions. Why? God knows.

I SEA DEAD PEOPLE: This massive sea God is part of a 'puzzle' – not difficult.

EXTRAS! EXTRAS! EXTRAS!

Sam's Bonus Bits

- Adept gamers can tear through the game on hard or normal mode to gain gold medals. These can then be traded for cheat modes and extra levels.
- The PS2 version comes with a few exclusive maps tailored especially for online play. The best of these is a very '*Splitters*-esque Victorian London level.

"THE DUMBEST, MOST THUMB-FISTED, AND SENSELESS FPS EVER"

the brim with cannon fodder. Every turn presents *at least* 20 enemies to perforate, interspersed with massive fireball-hurling beasts and fearsome bipedal mechs. There are some sections that *could* be considered puzzles, but it's usually a case of finding a TNT plunger to blow a hole through an obstacle. Sam even takes a stab at his plodding FPS brethren by blowing up a rock and proclaiming "That sure beats collecting keycards." The cad.

Level progression is fairly primitive – a big, cartoon X appears over a door and you have to kill a bunch of monsters to remove it and continue on. Simple as that. But then again, the actual killing is so much fun that it becomes forgivable. Weapons range from a pair of pea-shooter pistols to a full-on, rocket lobbing super launcher – and they can all be equipped with different types of ammo, homing, ricochet and a few others. The sheer joy of pummelling a demon's face in with a hail of tissue-shredding shrapnel is more fun than both *Medal Of Honor* games combined (probably).

Another feature inspired by shooters of yore is the end-of-level stat counter. Like *Doom*, *Duke Nukem*, *Quake* and countless others, your body count, time and other similar stats are compared to a 'par' time set by the developers. Trouncing these times gives you medals that can be traded for cheats, multiplayer characters and single player levels. Some of the par times are pretty harsh and only the most adept *Sam* players will break them on hard mode. But is there an incentive besides unlockables? Well, if you're the sort of self-assuring egomaniac who tries to beat times in *Gran Turismo 3* by 0.003 seconds you'll love the decidedly anal medal-gainage.

Perhaps the most entertaining gameplay feature has to be the combo system. Killing multiple enemies in one continuous, bloody chain racks up a counter that puts you into Super Killing Spree Combo mode when it reaches a high enough number. This adrenaline-surge makes Sam twice as powerful and twice as fast, and the music changes accordingly – it's all pulse-pounding, hard-hitting drum 'n' bass that accompanies the carnage perfectly.

For a budget title, the visuals in *Serious Sam* are somewhat impressive. The sheer scale of some levels is breathtaking and the pleasant ripple effect given off by explosions is super cool. The characters and environments are all chunky, colourful and bright – and some of the enemy design is inspired. Knife-wielding monkeys, ants clad in full Roman armour and octopeds on tricycles are just some of the lead-baiting monstrosities you'll encounter.

For twenty of the Queen's royal pounds, you can do a lot worse than *Serious Sam* (you could buy *Tomb Raider* on platinum, for example), and we seem to have developed a strange affinity for the musclebound headcase. Maybe we appreciate its old skool charms, maybe we're suckers for strobe lighting or maybe we just like shooting *big sodding guns*. Whatever the case, *Sam*'s a shallow, nuts-to-the-wind winner. **Andrew Kelly**

■ Serious Sam: Next Encounter *is out now.*

PSM2 VERDICT

GAMEPLAY
+ Harks back to the good old days of gunplay.
– ...but therefore suffers from shallowness.

GRAPHICS
+ Bright, flashy and bold. Explosions rock.
– Some blurry texturing and general blandness.

SOUND
+ Sam's self-aware one-liners are very funny.
– Some annoying 'zany' cutscene speakery.

LIFESPAN
There are forty levels, so you'll be at it for a while. But when it's over, it's over. Only obsessives will strive for the gold medals.
MINUTES — YEARS

IT'S BETTER THAN...
FIRE WARRIOR

IT'S WORSE THAN...
TIMESPLITTERS 2

Stupid, shooty nonsense. A step backwards for the FPS genre, but a step forward for unadulterated fun. All but the most cynical of gamers will enjoy it.

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INFOSTRADA
Developer: Namco
Publisher: Namco
Players: 1-2
Memory Save: 655KB
Widescreen: No
50/60Hz: No
Surround Sound: No
GAMEFAQS
Original
PS2 Exclusive

LIKE A ROLLING STONE: The population of the city scream in panic as the ungodly alien mass approaches.
87m 79cm 1mm
300m
WATCH IT ON THE DVD VIDEO
PSM2 SILVER AWARD

"BIGGER IS BETTER!"

KATAMARI DAMASHII

Welcome to the greediest game in the whole world.

Ever watched one of those African wildlife documentaries about the Dung Beetle? No? Well, these tiny turd-loving insects collect larger animals' waste by rolling it into a ball. The more they collect, the larger the dung ball gets until it's many times larger than the beetle. That's *Katamari Damashii* in a rather smelly nutshell. You could also think of it as a snowball simulator or an obsessive collector's psychotic fantasy. But however you relate to *Katamari Damashii*, one thing's for sure: it's completely bizarre and very Japanese indeed.

On a basic level this is nothing but a game of accumulation. You start as a small sticky ball and get bigger by picking stuff up by rolling over it. The larger your mass becomes the larger the objects you're able to pick up. The aim of most levels is to reach a certain size. You start by rolling over small things like toothbrushes and croissants and being beaten up by rats. As your orb swells you move on to collecting bicycles, sumo wrestlers and petrol pumps. Eventually you'll pick up entire skyscrapers and ocean liners with ease and the creatures that bullied you when you were small become part of your bulk.

OK so *Katamari Damashii* doesn't go all out to look great with rough textures and angular objects but don't hold that against it. When you realise what the game is coping with you'll be amazed. The scaling engine is a thing of great beauty. In the space of a game you can grow from the size of a flower into a massive rolling mountain that dwarfs entire islands. And the graphics *never* slow down.

Controlling a huge unwieldy mass of life forms and architecture becomes compulsive. Every time you break through a size barrier and realise you're capable of collecting even larger objects you get a palpable rush of achievement. You begin to lust for power – cackling with megalomaniacal glee as entire cities quake before your inescapable mass. The experience takes your mind to strange places. You begin to feel slightly unhinged – drunk on your own power. And we love that.

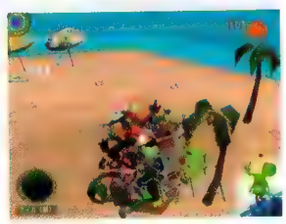
But *Katamari Damashii* is not perfect. The control system can be extremely clunky, with a camera that (especially when you're small) makes it difficult to see where you're going. But these are minor problems when viewed in the perspective of the overall genius of the game. This is one of the most original and thought-provoking things we've ever seen on PS2. We only hope that someone is brave enough to release it in the UK. **Jorin Sievers**

■ Katamari Damashii *is only available in Japan.*

PANIC STATIONS: The pathetic screams and wails of these innocent pedestrians are harrowing.

THE MONEY SHOT

Emerging from the ocean and rolling towards the city like a vengeful monster bent on destruction. Feel the power!



BUT WHAT IS IT?

Debate raged in the PSM2 office about what to call *Katamari Damashii*. Is it a puzzle title? How about calling it a collect-em-up? Either way, there's no doubt it's ground breaking stuff with a concept so simple even a toddler could understand it. And if this megalomaniac Japanese experience doesn't stir up some joy in your soul then you're a dried up husk of a human being.

KILL ITS EARS!: You start small, collecting tadpoles and telephones, but soon you can squish these evil bunnies too.

GIANT SQUID BURGER: After your ball surpasses 80m you can pluck buildings and even giant squid.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ An inspired and mind-bending experience. – It's a one trick pony and has little depth.	+ The size-scaling is very impressive to witness. – Everything is blocky and textures are poor.	+ Brilliant soundtrack and wails of collected life. – Elephants and sumo wrestlers make a racket.

LIFESPAN

While amazing fun, you'll complete it in five very short hours. And then you'll only bring it out at parties as a novelty.

MINUTES — YEARS

IT'S BETTER THAN...
MR MOSKEETO

IT'S WORSE THAN...
PUYO POP FEVER

Mad, mad Japanese fun, but very short-lived. Feel the power of creating an unstoppable ball of junk and then trashing the world with it.

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PSM2

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Boogie Pimps	Somebody To Love	PM2P70056	50331
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HIP HOP

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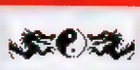
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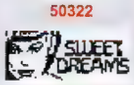

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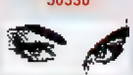
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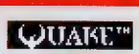

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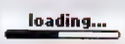

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SCREENSAVER

PSM2P 50005

Screensavers Compatible Phones

Nokia N Gage, Nokia 7250, Nokia 7250i, Nokia 7210, Nokia 6820, Nokia 6610, Nokia 6600, Nokia 6220, Nokia 6100, Nokia 5100, Nokia 3660, Nokia 3650, Nokia 3510i, Nokia 3300, Nokia 3100, Nokia 3200, Motorola T720i, Motorola T720, Motorola V600, Motorola V525, Motorola V500, Motorola C550, Motorola C350, Motorola E365, Samsung S300, Samsung V200, Samsung E710, Samsung E700, Samsung X600, Samsung X100, Ericsson T610, Ericsson T630, Ericsson Z200, Ericsson Z600, Ericsson P800, Ericsson P900, Siemens SL55, Siemens C62, Siemens MC60, Sharp GX10i, Sharp GX10, Sharp GX20

CLASSIC GAME TONES

Batman Returns	PM2P 77129	Tekken 2	PM2P 78373
Castlevania 4	PM2P 77509	Zelda	PM2P 77910
Desert Strike	PM2P 77740	Worms 3D	PM2P 71691
Donkey Kong	PM2P 77751	Total Club Manager '04 v.2	PM2P 71689
Final Fantasy 7	PM2P 77887	Total Club Manager '04 v.1	PM2P 71688
Killer Instincts	PM2P 78368	Tiger woods PGA '04	PM2P 71687
Mega Man X	PM2P 77936	Pro Evol Soccer 2 v.1	PM2P 71686
Ridge Racer	PM2P 77972	Pro Evol Soccer 2 v.2	PM2P 71685
Sim City	PM2P 78298	Grand Theft Auto	PM2P 71683
Sonic The Hedgehog	PM2P 78233	Getaway	PM2P 71682
Street Fighter	PM2P 78317	Fifa Football 2004 v.3	PM2P 71680
Super Mario Cart	PM2P 77913	Fifa Football 2004 v. 2	PM2P 71643
Super Mario World	PM2P 78293	Fifa Football 2004 v.1	PM2P 71641

PHONE ORDERS

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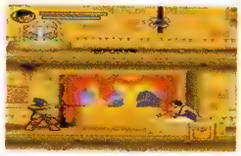
JAVA GAMES

Prince of Persia - Sands of Time ®

Master the sands or be Buried!!



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Phone Model	Game Code
Nokia 3100	PM2GG 8110
Nokia 3300	PM2GG 2781
Nokia 3510i	PM2GG 7159
Nokia 3650	PM2GG 2767
Nokia 5100	PM2GG 2140
Nokia 7210	PM2GG 4463
Nokia 7250	PM2GG 9772
Nokia 7650	PM2GG 4095
Nokia 6100	PM2GG 8160
Nokia 6610	PM2GG 8184
Nokia 6800	PM2GG 5152
Nokia N-Gage	PM2GG 5286
Sagem My V-65	PM2GG 6269
Sharp GX10	PM2GG 2103
Sharp GX20	PM2GG 5131

Nightmare Creatures ®

Time to face your worst Nightmare!

Phone Model	Game Code
Nokia 3100	PM2GG 8594
Nokia 3300	PM2GG 8291
Nokia 6100	PM2GG 1569
Nokia 6610	PM2GG 8821
Nokia 6800	PM2GG 3801
Nokia 7210	PM2GG 6958
Nokia 7250	PM2GG 4522
Nokia 3510i	PM2GG 4050
Nokia 5100	PM2GG 8332

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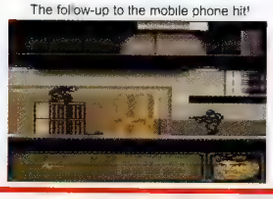
TOM CLANCY'S SPLINTER CELL® EXTENDED OPS ®

The follow-up to the mobile phone hit!



Phone Model	Game Code
Nokia 3510i	PM2GG 8432
Nokia 5100	PM2GG 1493
Nokia 6100	PM2GG 9465
Nokia 6610	PM2GG 1199
Nokia 6800	PM2GG 9305
Nokia 7210	PM2GG 3326
Nokia 7250	PM2GG 7124

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XIII ®

Will you penetrate the mystery?

Phone Model	Game Code
Nokia 3100	PM2GG 2431
Nokia 3300	PM2GG 2112
Nokia 3510i	PM2GG 2953
Nokia 3650	PM2GG 2331
Nokia 5100	PM2GG 3410
Nokia 6100	PM2GG 4183
Nokia 6610	PM2GG 8415
Nokia 7210	PM2GG 4041
Nokia 7250	PM2GG 9985
Nokia 7650	PM2GG 3562
Nokia N-Gage	PM2GG 4068
Sagem My V-65	PM2GG 2948
Sharp GX-10	PM2GG 6384
Sharp GX-20	PM2GG 2009

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REAL SOUND BYTES

- Get Real Sound Alerts on your Mobile Phone!!!

Animal Sounds		Human Sounds	
Chimp	PM2P 79170	Does your boss know you're here	PM2P 75278
Dolphin	PM2P 79172	Dentist Drilling	PM2P 75249
Elephant	PM2P 79174	Suction Tube (Dentist)	PM2P 75257
Frog	PM2P 79199	Check Your Mail Box You Moron	PM2P 72927
Monkey	PM2P 79181	Master I Have Mail For You	PM2P 72935
Pig Snort	PM2P 79184	Burp	PM2P 79879
Wasp	PM2P 79207	Long Fart	PM2P 79880
Lion Growl	PM2P 79180		

How to Order:
TEXT THE ITEM CODE FOLLOWED BY YOUR PHONE MANUFACTURER TO 84600
e.g. Text **PM2P 79170 NOKIA** to 84600

Compatible Phones for Sound Bytes include:
Nokia 3650, 3300, 6600, 7650, 6220, N-Gage, 3660. Samsung SGH-V200, SGH-T100, SGH-S300, SGH-S100, SGH-P400

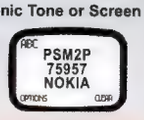
HOW TO ORDER

(All products are available on selected phones, please check terms & conditions for compatibility)

To order a Mono Tone, Logo, Picture or Java Game:

Just text the code to 84600. Once its delivered, Save it to your phone

To order a Real Sound Tone, Polyphonic Tone or Screen Saver:



Text the code, followed by your phone manufacturer, to 84600. Once its delivered, Save it to your phone

Terms and Conditions

All ringtones, real sound tones, logos and picture message PSMS orders cost £4.50 including VAT. (3x£1.50 messages). Compatible phones for Polyphonics include: Nokia N Gage, 8910i, 7650, 7250i, 7250, 7210, 6800, 6610, 6600, 6220, 6200, 6100, 5100, 8530, 3510i, 3300, 3100, Sharp GX10, GX10i, GX20, Siemens S55, Sony Ericsson P800, P900, Z600, T610, Samsung T100, R620, S300, V200, S100, A800, P400, E700.
Compatible phones for mono tones, logos and picture messages include: Nokia 3210, 3310, 5510, 6110, 6190, 6210, 6250, NK702, 7110, 8210, 8310, 8810, 8850, 8890, 9110i, 9210, Sagem MC930, 936, 940, 942, 946, 949, 950, 952. 959(R), Ericsson T68i.
Compatible phones for Real Sound Tones include: Nokia N Gage, 3300, 3660, 3650, 6220, 6600, 7650, Samsung SGH-S100, SGH-S300, SGH-P400, SGH-T100, SGH-V200.

All Java game PSMS orders cost £6.00 including VAT (4x£1.50 messages)
*The item you order must be capable of being received on your mobile phone. Please note that not all mobile phones allow the storage of every item sold. *Items can only be sent if your phone is on O2, T-Mobile, Vodafone or Orange network. *You are able to access WAP services (for specific items that require WAP to be used to retrieve them to the mobile phone) or any related transmission system.
By ordering via Premium Reversed Bill System ("PSMS") you agree to the order amount being charged directly to your mobile phone account. This amount will be deducted by your network operator at the time of ordering, therefore you must ensure you have sufficient credit on your phone. When ordering via PSMS, you agree to incur any additional costs related to sending SMS messages to trigger the order. You must be 16 years or older to use this service.
For further information contact info@poptext.com. Helpline 0871 872 4788
All downloads are provided by Inspired Broadcast Networks, 1-7 Livonia Street, London, W1F 8AD

INFOSTRIP
Developer: Square Enix
Publisher: Square Enix
Players: Unlimited online
Memory Save: N/A
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes
Network
Addictive

- Dictate every aspect of your alter ego's appearance, race and class
- Indulge in tranquil non-battle activities including fishing, alchemy and cookery

Despite what the terminally enthusiastic would have you believe, life in the real world isn't all it's cracked up to be. You saunter through various dead-end jobs, live in tepid hell-holes, feast on water and stale bread, meet overbearing arseholes and the occasional attractive person – to whom you mean absolutely nothing, and then it's all over, off to a celestial paradise to spend eternity being fondled by scantily-clad seraphs in a vat of milk and honey. Or burn in hell forever.

Final Fantasy XI is the closest thing to real life in the world of videogames – but not because it's a bump-mapped, stroboscopic eye-appeasing paragon of realistic physics and minutely detailed texturing, but simply because starting out in the world of Vana'diel is distressingly similar to starting out on planet Earth – in other words, it's a bit shit. Your first hour in the game will consist of aimless wandering and soul-crushing bemusement. You don't have any money, you're wearing crap clothes, your sword may as well be a plank of wood and everyone *hates* you. Again, just like real life. Well, not the sword part – unless you're a mentalist.

But then, as in life, things start to perk up once you get some money and begin to make a name for yourself. Suddenly you're clad in the finest armour, have access to an airship and generally reek of opulence. And then, people *respect* you. Blimey, just like real life... again! Except earning this stuff doesn't require A levels, college degrees or university diplomas – you simply have to kill *loads* of rabbits, worms and beetles until you reach a sufficiently high experience level. ►

"THE BIG DADDY OF THE RPGS FINALLY GOES ONLINE"

FINAL FANTASY XI

Final Fantasy has come leaps and bounds since it's conception in 1987 but this sequel is an almighty online leap into the unknown...

PSM2 SILVER AWARD

PUBTALK

The chat that's going to see down the booze

The Chocobo is an amalgamation of a chicken and a horse. Every *Final Fantasy* game to date has featured them in some fo

TOP 5 FANTASIES

- Dental nurse
- Lonely housewife
- Work colleague
- Barmaid
- School teacher

GAMEPIE

30% Endless searching
20% Beard trimming
20% Goblin hunting
15% Clingy fanboys
15% Texting

GAMEDIGIT

10

The lev[illegible] really [illegible] *Final Fantasy*? Once [illegible] the powerful [illegible] you'll want your own [illegible] and a whole new piece of gameplay presents itself [illegible]

THE PACKAGE

Here's what $99 gets you: A copy of the game, PlayOnline setup software and a meaty 40gb hard drive. Simply attach the HDD to a network adapter and plug the sucker into your expansion port. Couldn't be simpler.

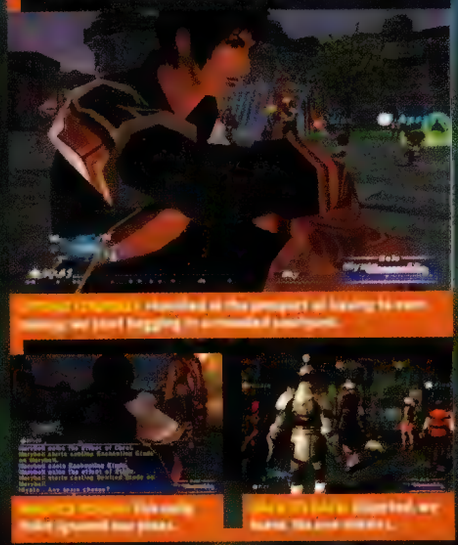
Import Reviews

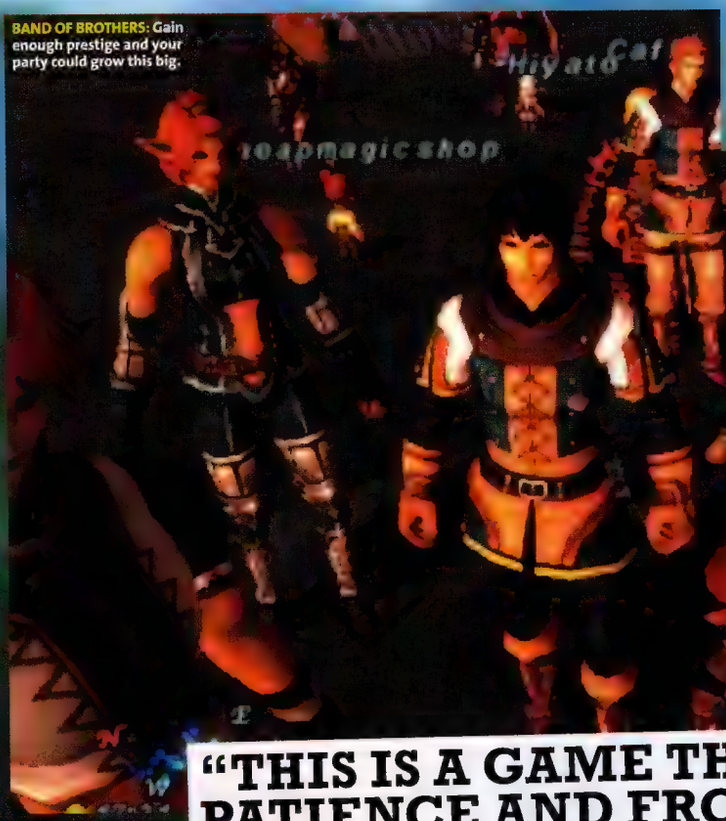
PLAYED TO DESTRUCTION BY PS2 EXPERTS

FIRED UP: Charge up your attacks with this lovely looking special move.
The Orcish Grappler hits Hiyato for 7 points of damage.
The Orcish Grappler hits Hiyato for 10 points of damage.
Hiyato uses Mighty Strikes!

BEGGAR'S BELIEF

In a sickening reflection of real life, you have to *earn* money in *FFXI* – our attempts at begging for gil were fruitless, but at least we tried. We even used our status as videogame journalists to try and eke powerful weapons out of people who've been playing for months. They told us to bugger off.





"THIS IS A GAME THAT REWARDS PATIENCE AND FROWNS UPON THE CASUAL GAMER"

Battle Mode
Select a target to auto-
Hiyato obtains an earth crystal.
The Wild Rabbit is out of range.
Hiyato hits the Wild Rabbit for 8 points of damage.
The Wild Rabbit misses Hiyato.
Hiyato hits the Wild Rabbit for 7 points of damage.
Hiyato misses the Wild Rabbit.

VILLAGE OF THE DAMNED: The TaruTaru fear Humes. Obviously.
Ajido-Marujido
Apururu
pururu : So, what do you want to know?
Is there anything you need to do in particular? If so,
don't be afraid to ask sweet Apururu!
jido-Marujido : This is Tarutaru.
We are Windurst.
You are our new slave...
pururu : Oh, Ajido-Marujido!!!
Bite your tongue!

So what of the online stuff? Well, it works surprisingly well – the old problem of being viciously slain by people who've been playing for months has all but vanished, because you can't actually *kill* other players. Subsequently, there's no hatred or bile and everyone's super helpful. They secretly hate your newbie ass, but they'll help you nonetheless (see People Power). In one instance, we were tussling with a beetle and losing horribly, when 'The Wanderer' came and healed us. We asked "Thanks! Who are you?" and he replied mysteriously "Never mind. It's what I do." And off he went, into the sunset, never to be seen again.

If you want to get anywhere in *Final Fantasy XI*, you have to find yourself a party. For the most part, these are formed randomly – you meet someone and work together to kill tough enemies you can't handle on your own. Other times, a party might need someone with specific skills, so if you've decided to be a White Mage, you can hang back and heal the rest of the party while they ruck with a nasty beast. But for the anti-social, there's the opportunity to work towards becoming a 'Beast Master', basically a fancy name for someone who's powerful enough to go solo against powerful enemies.

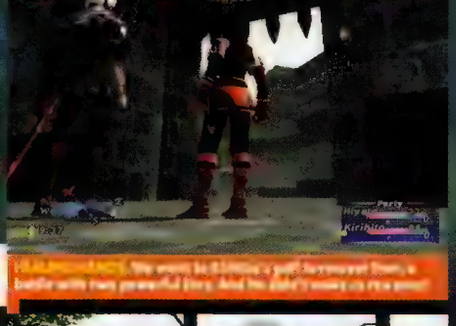
The game is controlled through a series of menus that will be familiar to any *Final Fantasy* fan, but there are several new online-specific functions. These include a 'friends list' so you can keep track of people you've met, a search feature that lets you find people of a specific race/class for party-building and a host of other features to twiddle with. Fans will be pleased to hear that the

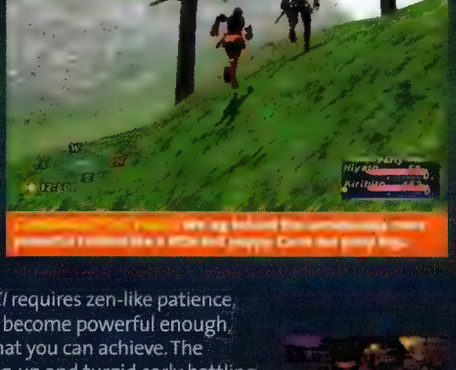
EMOTION ENGINE

Plug in a USB keyboard and you can tap in commands that allow your character to display emotions. You can laugh, sulk, dance, clap, smile, wave, weep – the list is endless. Our favourite though has to be *poke* – hours of fun can be had just running around poking people. It becomes an addiction. Forget the game, let's irritate unsuspecting Americans!

PEOPLE POWER

The inhabitants of *FFXI* are, for the most part, pleasant and helpful. For instance, a chirpy Japanese bloke called Kirihito responded to our simpering and helped us slay a few Orcs; he even gave us some useful items and took us to his pad for healing. Thanks, buddy.

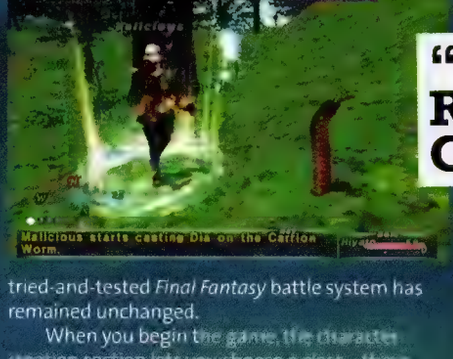




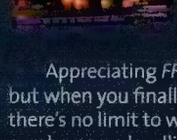
EXTRAS! EXTRAS! EXTRAS!

Expanded Universe

- The PS2's HDD is preloaded with an expansion pack that adds seven new locations and three new character classes to the game.
- The card game from *FFIX*, Tetra Master, can now be played online for free. There's quite a surprising amount of people to play with, too. A nice bonus.



"YOU CAN BUY A FISHING ROD, CATCH FISH, THEN COOK AND SELL THEM"



As far as visuals go, *Final Fantasy XI* makes all other MMORPGs look ridiculous. The character design has typical Squaresoft sheen, the environments are sprawling and detailed and the spot effects make everything seem more *organic* – weather effects, a convincing day/night cycle, it's all good, baby. Sometimes it can feel a bit grim, but only when the weather's bad – which again, if you'll forgive the tired analogy, is a lot like real life. From dew-sodden forests, to grandiose castles, to endless sun-bleached deserts, *FFIX* is a looker. Even the enemies look good – and some favourites from previous games make an appearance, as do summon monsters like Shiva, Bahamut and Ifrit. Fanboys will be in seventh heaven, even if all they're doing is stabbing rabbits for weeks.

tried-and-tested *Final Fantasy* battle system has remained unchanged.

When you begin the game, the character creation section lets you choose a class – these range from Warrior to a Black or White Mage. Your entire gaming experience will be dictated by this early decision – so make sure it's a good one. Mages are, naturally, magic users and thus can't get down-and-dirty with enemies at close range while warriors are well-equipped for toe-to-toe scrapping. Another important decision you'll have to make is what race your character is to be. The Humes (humans, basically) are good at pretty much everything, while the tiny TaruTarus are perfect for spell casting. There are other classes, each excelling in their own particular field.

FLAME GRILLED: These circus folk hang around the castle all day.
Hatomugicha grins roguishly at Pat.
Solis synthesized 12 meat mithkabobs.
Pat grins roguishly at Hatomugicha.
Hatomugicha synthesized a cermet chunk.

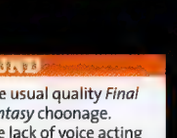
THE MON£Y SHOT

Stepping out into the countryside for the first time and savouring the lush foliage. When the weather's nice, Vana'diel looks stunning.

Any RPG worth it's salt has a bevy of frivolous activities, and *Final Fantasy XI* is no different. You can purchase a fishing rod, catch fish, cook them and sell them. You can even partake in a spot of interior decorating by acquiring furniture and decking out your very own house just how you like it. You can go to auctions (a la *Final Fantasy IX*), synthesise items from other items (borrowed from *Final Fantasy IX*, again) and breed Chocobos (slimmed down from *Final Fantasy VII*). All this has to be earned, though, so pick-up-and-play is not an option – dedication is the key.

Appreciating *FFXI* requires zen-like patience, but when you finally become powerful enough, there's no limit to what you can achieve. The cumbersome levelling-up and turgid early battling will put most people off, but if you're willing to stick with it and can put up with loads of yee-hawin' yanks, this is a worthy addition to the *Final Fantasy* franchise. Many of the elements that make the series so appealing simply wouldn't work online, but a few remnants have survived and subsequently it feels like a true member of the series rather than a one off Square Enix side-project. If you're happy with what you've achieved in the real world, prepare to start all over again in a virtual realm where you can be as mental as you like without fear of incarceration. **Andrew Kelly**

■ *FFXI is currently only available on import.*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Becomes incredibly moreish with time... – ...but until then, it's painfully slow to kick off.	+ Lush, organic and full of glorious detail. – When the weather's bad, it looks a bit grim.	+ The usual quality *Final Fantasy* choonage. – The lack of voice acting makes it feel empty.

LIFESPAN

In a game like this, there's no lifespan to measure. It lasts as long as you want it to last. You could theoretically play forever.

MINUTES ——— YEARS

IT'S BETTER THAN...
EVERQUEST

IT'S WORSE THAN...
FINAL FANTASY X

Initially taut and inaccessible, this is a game that rewards patience and frowns upon the casual gamer. If you've got the spare time Square Enix have got the RPG.

85

"ONE FILM TO RULE THEM ALL"

THE LORD OF THE RINGS: THE RETURN OF THE KING

2-DISC THEATRICAL EDITION

All-out war as the Middle-earthers wrap up their quest...

Skulls crunch. Rocks fly. Demon dragons slash warriors and horses aside like they were toys. Walls crumble. Massive ele-beasts stomp troops into pancakes. All this and Peter Jackson still has time to tell a solid, emotional story about sacrifice and greed... Well, he does have three hours and 20 minutes so there's plenty of time. All those who were worried that he wouldn't go all out to deliver the goods in the third film, or plump for some horrific cop-out, breathe easy. There are no "shit! It's the Ewoks!" moments in Return Of The King just the best 'Rings film yet.

RING TO WIN

We follow Frodo and Sam's quest as they reach Mount Doom, only for fate to chuck a spanner named Gollum back into the works at the last minute. We watch Aragorn and co as they face the biggest battle of their lives and punch the air as they score a big victory against the forces of evil. If there is a complaint, it's the ending. Or endings. Which do drag a little (too much slow-mo, po-faced celebration, not enough editing), but when you've reached the end of a nine-plus hour epic, you're entitled to end it the way you choose – and Jackson chooses to stay extremely faithful to the book. You can tell that he's trying to avoid upsetting a lot of people.

But there's very little to complain about. Even in a film this size the action is snappy as the director skilfully works towards a Big Finish deserving of the title. Thought Helm's Deep was big? Playground skirmish. Before you rush to the shops, though, consider this. This is the two-disc theatrical version. The usual four discs' worth of extras glory will be on the way later. Unless you absolutely, positively have to own it now best hold that wallet shut for a few months...

STARRING
- Viggo Mortensen
- Ian McKellen
- Elijah Wood
- Sean Austin

DIRECTOR
- Peter Jackson

CERTIFICATE
- 12

PRICE
- £27.99

RELEASE
- 25th May

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Huge battles that will take your breath away. – Too many endings softens the final hour.	+ No duff performances in the whole film. – End-of-film boss defeated too easily.	+ Just one great documentary. – Too much repetition of material.

EXTRAS

The main Making Of is fascinating, but the rest is slapdash. A second, Jackson-specific doc cribs whole sections from the first piece and a National Geographic history lesson is watch-oncer.

IT'S BETTER THAN...
RETURN OF THE JEDI

IT'S WORSE THAN...
STAR WARS

What can we say about the conclusion to the biggest film event in the last decade? Well, try this on for size: best trilogy finale ever. No argument.

95

"EVEN MORE DEAD FOR YOUR DOLLAR"

TRILOGY OF THE DEAD

Brains! It's the original zombie apocalypse...

©The Kobal Collection

STARRING
- Duane Jones
- Judith O'Dea
- Karl Hardman
- Marilyn Eastman
- Keith Wayne
- George Kosana

DIRECTOR
- George A Romero

CERTIFICATE
- 18

PRICE
- £29.99

RELEASE
- 31st May

Zombies are all the rage at the moment. 28 Days Later... showed what you could do with a digital camcorder and super-fast, rage-infected zomboids. Dawn Of The Dead has been re-made to include more characters and those fast zombies. And Shaun Of The Dead has invaded cinemas to show that British comedy has more to offer than Love Notting Hill Wedding Crap Actually.

This package is all three 'of the Dead's together: Night, Dawn and Day. The plot's simplicity itself: after an unreported incident, 'the living dead' are roaming across America, snacking down on unfortunate victims. In Night Of The Living Dead, it's up to an isolated group to defend themselves from the shambling creatures. Dawn sees Romero hatching a near-remake, but relocating the action to the centre of civilization, yet still trapping his protagonists with the flesh-hungry monsters. Finally, Day has the zombies as a mere nuisance in a society that has learned to deal with them. Perfect for gorehounds, the Dead Trilogy boasts plenty of extras to keep you sat in front of the telly, mumbling and drooling...

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Gore-laden fun. You know you love it. – Very low budget – and it shows at times.	+ Undeniably cool action in all three films. – Some ham and cheese performances.	+ Loaded with plenty of extra features. – But nothing really new in here at all.

EXTRAS

One to avoid if you already own 'em all separately, but this is a treat for the commentary from FX guru Tom Savini.

IT'S BETTER THAN...
28 DAYS LATER...

IT'S WORSE THAN...
THIS IS THE BEST...

The films that launched a whole new genre: living dead apocalypse. See litres blood spilt and many brains splattered. Funny, frightening and frantic.

82

MYSTIC RIVER

STARRING
- Sean Penn
- Tim Robbins

DIRECTOR
- Clint Eastwood

CERTIFICATE
- 15

PRICE
- £15.99

RELEASE
- 7th June

Clint Eastwood was looking increasingly burned out until this came along. Before, he'd made old-copper-with-dodgy-ticker thriller Blood Work and old-astros-with-dodgy-everything drama Space Cowboys. For Mystic River, though, he stayed firmly behind the camera and rustled up an Oscar-winning cast. Old wounds are scraped open in this tale of three friends (Sean Penn, Tim Robbins and Kevin Bacon) who are torn apart when Penn's daughter is found murdered. Suspicion falls on Robbins, who has his own unhappy history. Sombre yet utterly gripping, this is a showcase for the leads, who all shine through the murk. And Eastwood directs with sensitive style, to make this both gritty and gut-wrenching.

80

SPIDER-MAN DELUXE EDITION

STARRING
- Tobey Maguire
- Kirsten Dunst

DIRECTOR
- Sam Raimi

CERTIFICATE
- 12

PRICE
- £24.99

RELEASE
- 17th May

Bloody film companies. Never happier than when they're squeezing extra cash out of us consumers. All right, it's an old rant, but one worth re-visiting with this "deluxe" (aka "suckers!") re-release of Spider-Man just in time for – oh, look! – the sequel. So while you likely went out and bought the original release, don't feel you automatically have to buy this one too, unless you're the biggest Spidey-completist going. And it gets worse. While this boasts a whole new disc of extras (documentaries, a look at Spider-Man 2), you're buying the original disc again. And the Superbit edition (sold separately, natch) has a new commentary. Resist this commercial money-sucking! Vote with yer wallet!

42

トクセンジョウホウトクセンジョウホウ

Films from another space and time

ANIMANIA

EXCEL SAGA: VOLUME 8

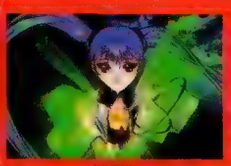
The bonkers Excel Saga series comes to an end as ACROSS finally conquer the city and Nabeshin defeates the evil That Man. For those who don't know, Saga is one big piss-take of convoluted anime and it's full of laugh-out-loud humour. No, really, this is some funny shit. There are even big robots in it – with giant phallic missiles jerking out of their groins. Get into it.

90

NOIR 6: CLOAKS AND DAGGERS

Kirika and Mireille return for another volume of the moody Noir series. Each of the four episodes on board is full of stylish gunfights against hoardes of Kill Bill-style masked assassins – it's gripping stuff. Chances are the plot'll zip over your head unless you've seen the previous volumes but outsiders can appreciate the art and action.

74



NADESICO: PRINCE OF DARKNESS

The action-packed Nadesico series finally gets the motion-picture treatment. As well as looking bloody magnificent, the plot's good too – there's plenty of character development to supplement the action – and it's full of giant robots, literally hundreds of the buggers facing off against even bigger giant robots. This is as exciting as anime gets. Well worth a watch.

88

ALSO RELEASED

DEAD END

■ Released 17th May ■ Cert 15 ■ Price £15.99

Grumbling dad carts kids to see in-laws. He takes the wrong road and ends up in a nightmare of blood and slaughtered family members. Lightweight stuff.

45

MONTY PYTHON'S MEANING OF LIFE (SPECIAL EDITION)

■ Released 17th May ■ Cert 15 ■ Price £19.99

The lads weren't at their best with this sketch-heavy movie. Has some of the best deaths ever seen on screen though.

50

THERE'S SOMETHING MORE ABOUT MARY (SPECIAL EDITION)

■ Released 3rd May ■ Cert 15 ■ Price £19.99

Back when the Farrelly brothers were funny... The famous spunk-in-hair flick gets a massive amount of excellent extras.

79

OUT OF TIME

■ Released 10 May ■ Cert 12 ■ Price £19.99

Denzel Washington's straight-laced Miami cop goes a little crooked as he's scammed for cash then framed for murder. Few big surprises here, despite a twisty plot.

53

IT'S PSM2'S BEST 50 PLAYSTATION 2 GAMES IN THE WORLD... EVER!

UPDATED MONTHLY!

RANKINGS EXPLAINED We start with the game's score (obviously), but have taken into account how often we still play these classics. *PES3* is never off our PS2, however it's been a while since we've busted out *MGS2* Each month we fight over the rankings and bring you the definitive Best Games Ever list!

50 TIGER WOODS 2004 — 81%

Retaining the brilliant analogue control of the 2003 game, Tiger's latest and greatest is, to all intents and purposes, exactly the same as last year's, but with new stuff. Exactly what you'd expect. A spookily accurate create-a-golfer feature and a World Tour mode are the most notable differences between the two versions. If you already have *PGA Tour 2003*, we'd probably advise you to stick with that. PSM2#40

49 PUYO POP FEVER — 85%

Arguably PS2's best puzzle game, Sega's bean stacker masks genius design with puffed cheeks candy pop madness. The two-player mode adds chain reaction attacks, allowing expert players to decimate a cunningly orchestrated stack with a single bean, much to the anger of their impatient rivals. Too cutesy for some – but manic and unreasonably addictive. And, hey, it's only £20. PSM2#46

48 ROCKY — 84%

Despite being developed by now defunct Liverpool code chimps Rage, this is a game which doesn't have 'Made in Stinking Britain' stamped all over it. On the contrary, it oozes quality (hell, Mr T was drafted in to promote it), with some genius touches (crowds throw bottles at you!), brilliant characters (look... Carl Weathers!) and unique training modes (punch the carcass – go on). A real man's game. PSM2#29

DAN G'S TOP 10 GAMES

1 MANHUNT
2 METAL GEAR SOLID 2: SUBSTANCE
3 GTA: VICE CITY
4 GRAN TURISMO 3
5 ICO
6 SPLINTER CELL
7 JAK 2: RENEGADE
8 BURNOUT 2
9 TIME-SPLITTERS 2
10 EYETOY: PLAY

47 LORD OF THE RINGS: RETURN OF THE KING — 84%

EA have succeeded in redefining what we should expect from a film license. It's genuinely exciting and immersive. It integrates film and game beautifully. There's plenty of secret characters to unlock and the orcs just keep on coming. With a co-operative two-player mode, oodles of hidden combos and some tough boss battles, EA's game is way more involving than the shiny graphics suggest. PSM2#43

46 WWE: HERE COMES THE PAIN — 88%

Controversial choice, this. It might feature a gang of sweaty men who 'grease up before entering the ring' [sigh] but it's OTT wrestling at its finest. Flaws have been fixed – small types have trouble hoofing fatties about the place, wrestlers have stats that reflect their real-world counterparts – but it's doubtful if it'll appeal to anyone. For wrestling fans though, this has everything. PSM2#43

45 MUSIC 3000 — 81%

First of all, we've got to say this isn't for everyone. Despite the straightforward way this title lets you build up your own chart-worthy tunes by moving some coloured blocks about, you'll need to be someone with a lot of spare time to realise its true potential. You'll also need a USB mic to be able to take advantage of Music's impressive sound-sampling feature. If you want to make music this is genius. PSM2#35

44 NBA STREET VOL 2 — 85%

Sick of realism? Tiring of *NBA Live 2004*? Invite yourself to a supremely entertaining, 'pick up 'n' play' dose of backlot B-ball courtesy of EA Big (the guys behind *SSX*). You'll wonder why no-one's fused three-on-three arcade basketball with *SSX*'s trick system before. Honestly, it's much better than it sounds, especially with friends. Oh yeah – we've still got love for the streets. PSM2#35

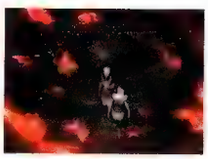
43 MAXIMO — 84%

'Tiny man in love-heart pants battles skeletons.' You don't even have to add 'Based on Insanely Hard Spectrum Game' to put off the crowds. But *Maximo*'s easily the equal of the first *Jak* – stupendously hard, but never unfair – and arguably betters the combat-heavy sequel. In the end it's a lovingly-crafted tribute to the tough-as-nails *Ghosts and Goblins*. PSM2#18

NEW ENTRY!

50

42 FATAL FRAME 2 — 82%



Fusing the grainy suspense of Japanese horror flick The Ring to an implied lesbonic relationship, Tecmo's spook-fest sequel is an abject lesson in how to scare the crap out of gamers. Two young girls find themselves trapped in a cursed village battling hostile spooks. Scarier than *Silent Hill 3*. PSM2#45

41 DANCING STAGE MEGAMIX — 85%

The best way to get fit with your PS2. The idea's nutbag simple: tap out the on-screen rhythm with your feet on a dancemat. With tunes from Kylie and Sugababes you're guaranteed to get a steaming sweat on. It gets frighteningly hard later on too, and the double mat head-to-head mode's incredibly addictive. PSM2#36

"GUARANTEED TO GET A STEAMING SWEAT ON"

40 FREEDOM FIGHTERS — 92%

The lighter alternative to *Conflict: Desert Storm 2*, eschewing realism for a fictional, more intuitive squad-based blast around Ruskie-occupied New York. As a result, it lacks the depth of SCi's Saddam-basher, so it won't please squad-combat purists. It's from the people that delivered *Hitman 2* and we love it. PSM2#40

39 LMA MANAGER 2004 — 87%

After years of tinkering with their spreadsheets and tweaking their menus, Codemasters have perfected football management. This 2004 edition brings new gameplay features off the bench, including improved match highlights, the ability to scout for players in South America and some tasty new player attributes. PSM2#47

38 FIFA 2004 — 86%

EA are working hard for your £40 annual deposit. Fresh for 2004 is a new training facility, the off-the-ball feature, a menu-driven corner taking system and a Career mode which lets you step away from the actual on-pitch action. The online play is admirable, even if it makes the frame rate chug badly. PSM2#42

TOP 5 BEAT 'EM UPS

1 SOUL CALIBUR 2
The very best fighter money can buy and then some. Comes complete with PS2-exclusive old man Heihachi. If you don't enjoy this, something's wrong with you.

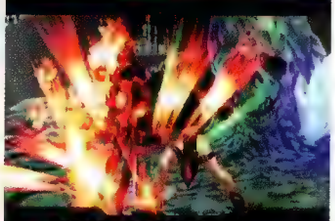
PSM VERDICT 93%

2 VIRTUA FIGHTER EVOLUTION
Fixes issues and adds characters to the non *Evolution* game. Remarkable for its Kumite 'train your fighter' mode.

PSM VERDICT 87%

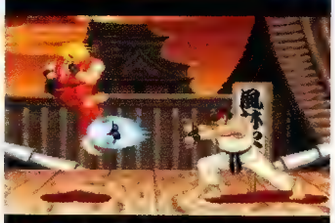
3 TEKKEN 4
Way more of everything than the rather average stop-gap *Tournament* title. Characters, environments... it fulfills it's contract to the letter.

PSM VERDICT 90%



4 GUILTY GEAR X2
2D ultra fighting at its most extreme and balmy. Looks shonky, but plays like a charm, if strictly for the hardcore beat-em-up fans out there.

PSM VERDICT 84%



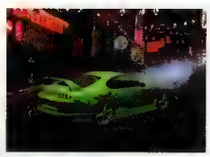
5 HYPER STREET FIGHTER 2
If you've any belief in the competitive purity of gaming, then this classic beat-em-up surely belongs in your collection.

PSM VERDICT 89%

37 VIRTUA FIGHTER 4 EVOLUTION — 87%

If it's instant gratification you want, *Soul Calibur 2* and *Tekken 4* are your first ports of call, but Sega's premier beat-'em-up demands respect with its myriad intricacies. Enhancements include two new characters, a Japan-hopping Quest mode and AI based on the best arcade players in Japan. Brilliant. PSM2#36

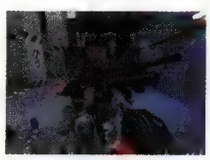
36 NEED FOR SPEED UNDERGROUND — 86%



A triumph of style over substance, with cheek-ripplingly fast burns around inner city circuits fused to drag-racing and drifting challenges. The way the game keeps bodywork mods and engine upgrades locked until you start building up your street reputation might irritate, but there's loads to find in here. PSM2#43

35 HALF-LIFE — 90%

A little rough around the edges by today's standards, but still weaves a gripping story. Alien monstrosities and an unlikely hero meet in one of the most convincing game worlds ever created. You watch how everyone reacts when things go tits up... The ending will leave you shell-shocked. PSM2#16



34 MADDEN NFL 2004 — 87%

The most consistently entertaining sports game ever. New enhancements make a difference to the enjoyment of both beginners and seasoned coaches. In Owner mode you get to manage your club's finances; building a stadium, adjusting ticket prices and – yes! – mucking with the cost of tasty burgers. PSM2#40

"IN OWNER MODE YOU GET TO MANAGE YOUR CLUB"

33 WORLD RALLY CHAMPIONSHIP 3 — 89%

While there's still a reasonably large quality gap between *Pro Evo* and *FIFA*, the difference between the licensed *World Rally Championship* and the licensed *Colin McRae* games is minimal. *WRC* is a more demanding drive, while *Colin* is a little more accessible for those just beginning their journey into fishtail territory. PSM2#42

THE BEST PLAYSTATION 2 GAMES IN THE WORLD... EVER!

32 FIGHT NIGHT 2004 — 88%

Beating your fellow man to a bloody pulp has never looked this good. EA have come up trumps with the most realistic boxing control system ever – using each analogue stick as a different fist, which allows for some truly deep pugilism options. The visuals have also undergone some major plastic surgery since their *Knockout Kings* beginnings. *Fight Night*'s now the undisputed PS2 boxing champ. PSM2#48

31 XIII — 87%

To end all confusion, yes, it's pronounced 'Thirteen' (not Ex-ai-ai-ai or Zree!) and yes, it proved unlucky for some (er, Ubisoft in this case). Despite critical warmth, you see, this classy FPS made little impact on the charts on its debut just before Christmas. Shame, that – it's cel-shaded sheen hides a monstrous, stylish and bloody tale which doesn't reveal its secrets without a really, really, really tough fight. PSM2#42

30 CONFLICT: DESERT STORM — 88%

It's the bomb. The best 'proper' war game. Tiz the Baghdaddy! While it doesn't deviate much from the successful formula of the first game, it has a cool new feature where the game ends if one your four dudes dies. If their energy bar gets cut down to zero, he'll collapse and it's up to you to embark on a rescue mission. Tight as a squaddie's... er, bootlace. PSM2#39

29 VIRTUA TENNIS 2 — 88%

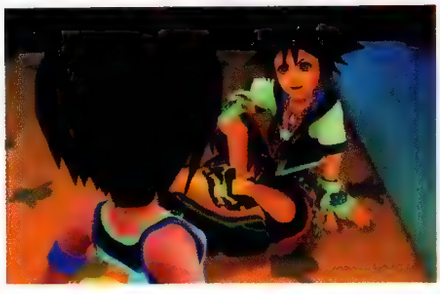
Sega's addictive multiplayer smash pips *Smash Court Tennis* to claim the title of best tennis game on PS2. A port of one of Sega's Dreamcast titles, it offers the chance to play as one of 16 top-ranked world players (except Sampras, Agassi, Hewitt or Kournikova – they're not in here). Naturally, the multiplayer's ace (sorry) – but the RPG-like World Tour is even more impressive. PSM2#30

28 AMPLITUDE — 87%

Anyone who's played *Frequency* knows what to expect here, as it's that game's sequel. A bemani-styled music title where you press designated buttons in time with the rhythm of licensed tracks, re-editing the song's structure to your desire. And that's putting it mildly. It's a game whose depth appeals to 'serious' gamers and spread of popular bands entices the mainstream. Addictive and totally time-wasting. PSM2#40

27 KINGDOM HEARTS — 88%

If his head wasn't allegedly frozen in a shed in Memphis, Walt Disney might well be turning in his grave at the thought of handing over his lovingly-created characters to Square for an ambitious action-RPG. But the result is enough to make even the toughest of hard-swearing, foul-drinking videogame journalists (Dan G) go weak. Big, effortlessly entertaining and random battles you *can* avoid. PSM2#29

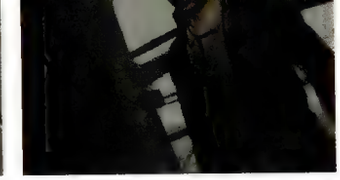


MILF'S TOP 10 GAMES

1 GTA: VICE CITY
2 PRO EVOLUTION SOCCER 3
3 GRAN TURISMO 3
4 BURNOUT 2
5 SOUL CALIBUR 2
6 TIME-SPLITTERS 2
7 MANHUNT
8 ICO
9 REZ
10 WWE SMACKDOWN! HERE COMES THE PAIN

DAN V'S TOP 10 GAMES

1 PRO EVOLUTION SOCCER 3
2 GTA: VICE CITY
3 SPLINTER CELL
4 TIME-SPLITTERS 2
5 MANHUNT
6 BURNOUT 2
7 SSX3
8 EYETOY: PLAY
9 ICO
10 JAK 2: RENEGADE



26 SILENT HILL 2 — 88%

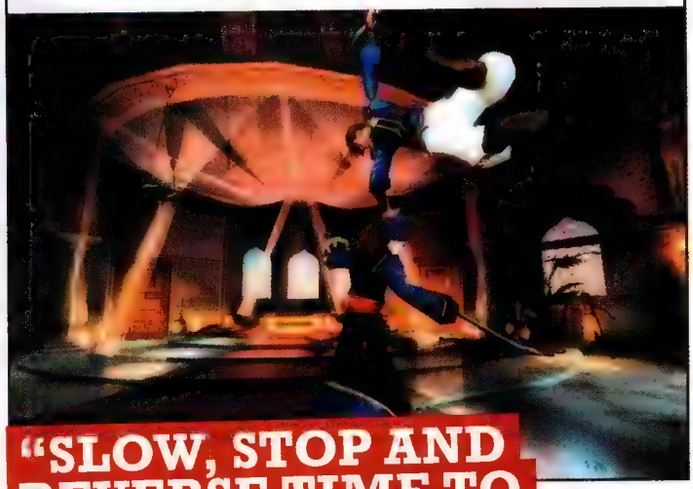
Konami's survival horror eschews schlock for the surreal, cranking up the tension to forge one of the few genuinely unsettling games on PS2. While the third game is slicker and more action-packed, *SH2* is the more tightly plotted of the trilogy, with unnerving psychological undertones. Who can forget the moment when James makes his final chilling revelation? PSM2#15

25 DARK CHRONICLE — 90%

The sequel to *Dark Cloud*, an RPG that combined dungeon-based combat with village building at the start of PS2's life. And what a sequel. Yes, the random dungeon exploration and combat were retained, but now it has a more intuitive town creation system, multiple characters, upgradeable weapons and vehicles and a beautiful, *beautiful* visual style that puts the original to shame. PSM2#37

24 PRINCE OF PERSIA — 87%

Ubisoft's awesome update of the trap-dodging, puzzle-solving platformer suffered from '*Splitters 2* syndrome on its release; critically acclaimed, yet failing to trigger the general public into a buying frenzy. Using the Sands of Time also allows you to slow, stop and reverse time in order to avoid a sticky end. Graphically majestic, but tarnished by irksome combat and an acute image crisis. PSM2#43



"SLOW, STOP AND REVERSE TIME TO AVOID A STICKY END"

23 HYPER STREET FIGHTER 2 — 89%

Why is a fifteen-year-old game riding so high in our top 50? Because *SF2* is the daddy of all beat-'em-ups. It's the purest multiplayer game this side of *PES3*, stuffed with vibrant character design, graced with arguably the most iconic sound effects in history. Plus, it's incredibly competitive, unnaturally deep and bundled with the 1994 Manga movie all for the bargain sum of £20. PSM2#46

22 SOCOM 2 — 90%

Of course you need to be online (with a PS2 Network Adapter) to fully feel the benefit of this third-person war sim, but it's a surprisingly good single-player game too. Online, however it really excels – this is currently the best reason to get hooked up. Great use of the headset, superb AI and a powerful engine behind the scenes make this believable and exciting. Well worth signing up for. PSM2#44

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HITMAN contracts

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- Arc: Twilight Of The Spirits
- Cy Girls

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THE BEST PLAYSTATION 2 GAMES IN THE WORLD... EVER!

50

21 TEKKEN 4 — 90%

The big change comes in the form of walls. The tighter fighting environments now play a major part in your strategy, with cars, pillars and even multi-levelled fighting stages causing you to rethink your route to the enemy. It's the most well-balanced *Tekken* yet, although it's defiantly stuck in its ways. PSM2#27

20 EYETOY: PLAY — 82%

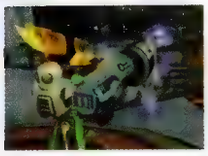
This title's more entertaining for everyone *but* the sap waving his arms around in front of the TV trying to clean a window or twat tiny men to the floor with his palms. It's a collection of simple mini-games and a tiny TV-top camera and it's an oinkload of fun for mainstream gamers and hardcore retro nuts alike. PSM2#38

"AN OINKLOAD OF FUN FOR ALL TYPES OF GAMERS"

19 ONIMUSHA 2 — 89%

Capcom's samurai adventure is one of those rare gems that's remained undiscovered by the vast majority of PS2 gamers. Not here. We love it. Correction: Dan D loves it. Mixing historical references with dead actors, a nice line in combat and puzzle-solving, it's no wonder the Welshman's taken it to his heart. PSM2#27

18 RATCHET AND CLANK 2 — 85%



The follow up is a huge improvement for this shooter-come-platformer. Characters are less irritating, the difficulty"s cranked up and the handling, firepower and Clank levels tweaked to near perfection. Ignore the fact that the lead characters are a furry thing and a tiny robot – this is superfine adventure gaming. PSM2#42

17 HITMAN 2 — 89%

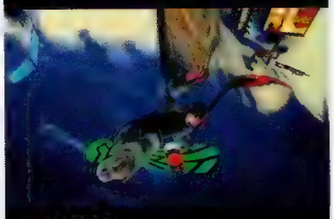
Any game which allows you to spell out your name in freshly dead corpses deserves some recognition. *Hitman*'s a stealthy, freeform game which sees you as the mysterious Agent 47, a slaphead among super-assassins. What makes *Hitman* stand out are the options open to you – choose a stealthy, disguise-clad route, or go and shoot the stomach out of the place. PSM2#28

TOP 5 EXTREME SPORTS

1 TONY HAWK'S PRO SKATER 4

A new direction for extreme sports games. This is free-roaming, tough and addictive, a peerlessly comprehensive package.

PSM VERDICT 94%



2 SSX 3

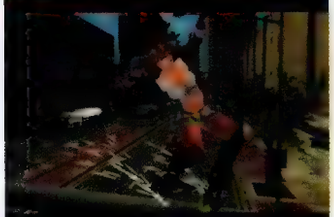
One of the very few games to actually make you feel good about life, and want to tell *everyone* else. Nothing compares to the 20 minute run from the top of peak three.

PSM VERDICT 94%

3 TONY HAWK'S PRO SKATER 3

Out now on Platinum, which why we're continuing to recommend it here. *THPS3* is a divinely pitched challenge. Get it.

PSM VERDICT 91%



4 AGGRESSIVE INLINE

Huge, entertaining and engrossing. With a bit more polishing this could have been a real contender to the *Hawke* crown. Features a very clever career path system.

PSM VERDICT 83%

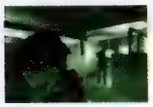
5 DOWNHILL DOMINATION

Captures the seat-of-your-pants nature of mountain biking brilliantly, emphasising speed. Best bike game on PS2, hands down.

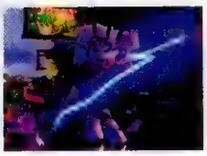
PSM VERDICT 80%

16 SPLINTER CELL — 91%

Oh dear. It's all gone a little bit Clancy. But this is solid stuff – almost knocking the stuffing out of Solid Snake himself. Slower paced than Konami's captivating stealth-'em-up, this tale of counter-terrorism, hi-tech gadgetry and a nice line in grumpy realism probably wouldn't be the same without the superbly realised graphics. Or Tom Clancy's approval. Bless him. PSM2#34



15 JAK2: RENEGADE — 93%



A de-cheesed and phenomenally well-designed sequel. Takes action platformers into darker territory, blending platformer mainstays with incredible combat (the gunplay's brilliant) and super-tight handling. Forget the kiddy-friendly nonsense in the first game – *Jak*'s grown up into an angst-ridden teenager. PSM2#40

14 FINAL FANTASY X — 91%

The most sweepingly cinematic game on PS2. It might eat 70-100 hours out of your life. An epic tale of mop-topped Tidus, a Summoner named Yuna and a blue lion thing. If only the random battle stuff would go away, it'd be perfect. If you've got the time, treat yourself to the adventure of a lifetime... until *FFXII*. PSM2#23

13 MANHUNT — 91%

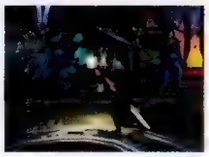
Rockstar's darkest game yet makes you feel wrong in the head. Cloaked in controversy and officially banned in New Zealand. You're the star of a TV show where you need to kill kill KILL, with the voice of the manic director egging you on to sicker deeds. It's definitely a videogame nasty and no mistake. PSM2#43

12 COLIN MCRAE RALLY 4 — 92%

The mud-loving Scotsman's done Codemasters proud again. *Rally 4* retains the trophy – but only just – from *WRC3*. Easier to get into than Evolution's title, with stunning production values, cracking car physics and pinsharp handling. It doesn't get any better than this. Where the hell can they take *CMR5*? PSM2#40

"CRACKING CAR PHYSICS AND PINSHARP HANDING"

11 DEVIL MAY CRY — 90%



Shinji Makami's original 2001 blast of 'stylish action' still manages to set the screen alight today. The script, voice acting and story are a pile of munt, but who cares? It's the electric combat that makes this game such a joy. You'll find it hard to find more satasfying sword 'n' gunplay. However, it doesn't last long. PSM2#40

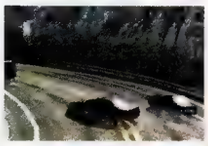
THE BEST PLAYSTATION 2 GAMES IN THE WORLD EVER!

50

10 ICO — 85%

Rising dramatically up the Top 50 following Dep Ed Dan D's intense lobbying (his original review score of 90%+ was shouted down after a three hour office debate two years ago), *Ico* is the game you never knew you needed. Devoid of guns, explosions and licensed soundtrack, it sees a horned boy take a ghostly girl by the hand and attempt to guide her through a peril-strewn adventure. The final scene on the beach... [sniff]... it's almost too beautiful. An evocative, soulful experience, verging on art. We were wrong. This is a 90%+. PSM2#17

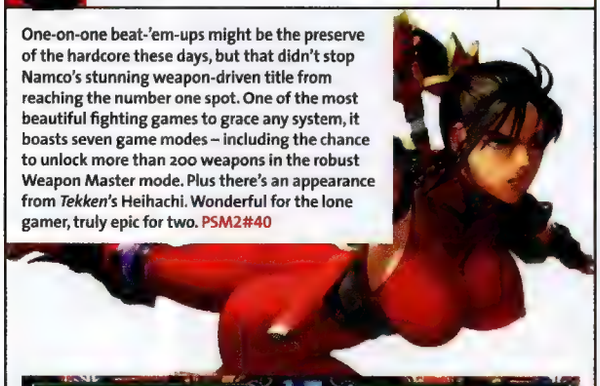
9 BURNOUT 2 — 91%



Clearly coded by a bunch of blokes that love games, *Burnout 2* is a racer that stays well out of the cock-waving battle for licensed vehicles, accurately mapped cities and hip-hop bad boy endorsement. Instead, it concentrates on rewarding your courageous (er, dangerous) driving with buttock-clenching speed. Pin-point handling, sharp visuals and stacks of play modes'll keep you coming back. PSM2#28

8 SOUL CALIBUR 2 — 93%

One-on-one beat-'em-ups might be the preserve of the hardcore these days, but that didn't stop Namco's stunning weapon-driven title from reaching the number one spot. One of the most beautiful fighting games to grace any system, it boasts seven game modes – including the chance to unlock more than 200 weapons in the robust Weapon Master mode. Plus there's an appearance from *Tekken*'s Heihachi. Wonderful for the lone gamer, truly epic for two. PSM2#40



TOP 5 WORST GAMES

1 SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE

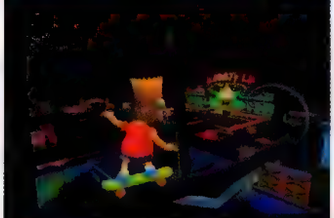
An absolute shocker. A true Sviolation. Worthy of a Svending off. Run away...

PSM VERDICT 08%

2 FIGHTBOX

An unplayable game about a crap TV show based on a terrible idea. Every game mode is absolutely dire. *Fightbox* is the worst Z-grade dribble imaginable.

PSM VERDICT 11%



3 THE SIMPSONS SKATEBOARDING

The worst game ever. Nearly. Makes you hate the executives that licensed it and the programmers that made the damn thing.

PSM VERDICT 09%

4 LARGO WINCH: EMPIRE UNDER THREAT

A smug, hateful character in a vile game. You play a billionaire who has inherited all his daddy's money but none of his brains.

PSM VERDICT 11%

5 INTERNATIONAL LEAGUE SOCCER

An ugly, unplayable excuse for a game. Games like this make us sick. This is the lowest scoring PSM2 review ever. Fact.

PSM VERDICT 07%

7 GRAN TURISMO 3 — 93%

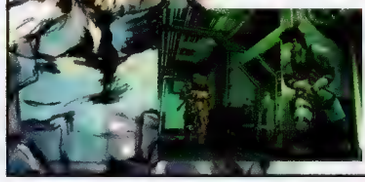
The PS2's original killer application continues to age well. It's Pokémon for blokes – the desire to stay up late collecting cars being truly compelling. Criticisms of the dodgems-style AI and damage-free collisions roll off its bodywork like water off a duck's back. If you've got a PS2, you've got this. It's as simple as that. PSM2#13

6 TONY HAWKS PRO SKATER 3 — 91%

While *Tony Hawk's Underground* is technically superior, with its brilliant face mapping facility and cohesive plot, Tony's PS2 debut is still the benchmark for extreme sports. Why? It simply feels tighter, with a greater variety of levels and a scalpel-tight design mechanic enabling you to maximise the reflex-sappingly deep combo system. Better yet, there's no rubbish driving sections or running around collecting objects. At £20, we emplore you to agree. PSM2#17

5 METAL GEAR SOLID 2: SUBSTANCE — 96%

A true second generation game for PS2 (what generation are we on now? Is anyone keeping track of this shit?). Hideo Kojima's hand-crafted tale of terrorism with a twist – you get to play the game as a character no-one likes – is so ram-jammed with tiny details you'll miss most of the game's potential on one sortie. Yes, the movie interruption can bore you, but give the man a frikkin' break. PSM2#20



4 SSX 3 — 94%

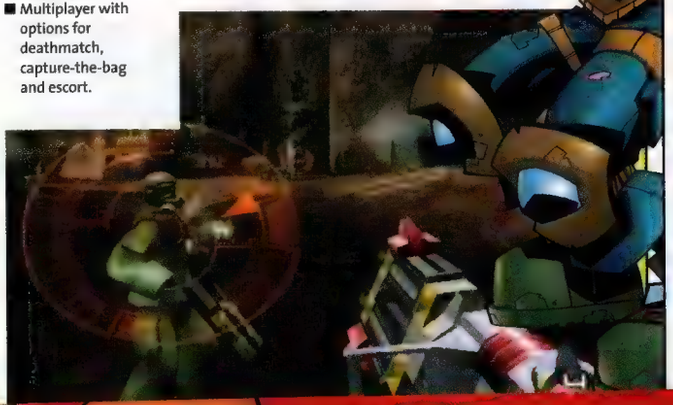
Just when you thought Electronic Arts had squeezed everything they could out of *SSX*, along comes a three-quel, spattered over three mountains, with enough free-roaming opportunities (you just try time-trialling an entire peak in one 15-minute run...), challenges and course races to fill an entire calendar year. More forgiving than *Tricky*, and more consistently exhilarating than *Hawk*'s, which is why we've selected it as our premiere extreme sports game. PSM2#41

50

3 TIMESPLITTERS 2 — 97%

FEATURES
- Single player and co-operative story mode.
- More than 80 playable characters.
- Nine time travelling episodes, ranging from Wild West to Neo Tokyo.
- Multiplayer with options for deathmatch, capture-the-bag and escort.

Reeks of quality, does this. Absolutely stinks of it. It's the most influential console FPS since *GoldenEye* on the N64 – and the same guys are responsible for it that created *'Splitters 2*. Yet, if sales are any indication, it seemed to only truly appeal to real gamers – people like you and us – on its release. Please try to ignore the 'silly' artwork and consider that we've played every PS2 game and rank this as the third best. There's no higher praise. Unless you count numbers 1 and 2. PSM2#28



2 PRO EVOLUTION SOCCER 3 — 96%

FEATURES
- Support for up to eight players in multiplayer matches.
- New graphics engine. Watch players' facial expressions change depending on how the match is progressing.
- The chance to control one player, rather than flicking between them.
- The option to select referees (who now play the advantage.

The hills have eyes! It was a brave decision to stick conker-brained ref Pierluigi Collina on the cover of the latest *Pro Evo* – but it tapped into the real football fan and real football game fan market perfectly. (Henry? Pah! He's not even good enough to be FIFA World Player of the Year...) *Pro Evo 3* is just sublime. It's a cliche to say it now, but lunchtimes really wouldn't be the same without it. They'd be quieter. More than 1,000,000 pre-orders were placed for the game across Europe – a million people can't be wrong. Do yourself a favour and – regardless of whether you even like football – experience a near-perfect videogame. PSM2#41

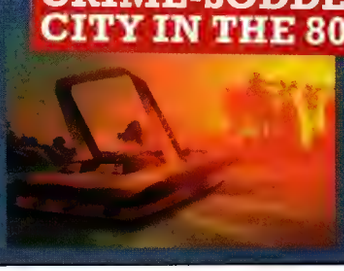
"REEKS OF QUALITY, THIS. ABSOLUTELY STINKS OF IT"

1 GRAND THEFT AUTO: VICE CITY — 97%

FEATURES
- Impressive roster of voice talent: Ray Liotta, Dennis Hopper, Burt Reynolds and more.
- Huge soundtrack of 80s songs from the likes of Flock of Seagulls, Grandmaster Flash and Cutting Crew.
- Massive game world – travel from the beach to the airport and more.
- Guns. Lots of guns.

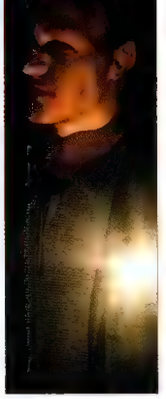
It had to be, didn't it? The most immersive game ever. A living, breathing, crime-sodden city in the 80s which doesn't care that you're running errands for the criminal underworld – it just carries on as if you weren't there. Where else do you find over 120 vehicles, from golf buggies to attack helicopters, waiting for you to 'jack them'? Where else can you take more than 40 weapons for a 'test drive'? Where else do you get to fly an RC helicopter around before chasing down a criminal fattie with a chainsaw, stealing a bus and cruising down to the wharf, shooting up a gang and 'borrowing' their boat, then taking a sniper-shooting joyride in a helicopter, popping down to the local mall and getting yourself some new threads? Nowhere. To date this is truly the best experience that videogaming can offer. PSM2#29

"A LIVING BREATHING CRIME-SODDEN CITY IN THE 80S"



DAN D'S TOP 10 GAMES

1 PRO EVOLUTION SOCCER 3
2 ICO
3 SSX3
4 TONY HAWK'S PRO SKATER 3
5 ONIMUSHA 2
6 GTA: VICE CITY
7 SILENT HILL 2
8 TIME SPLITTERS 2
9 MAXIMO
10 MGS2



JORIN'S TOP 10 GAMES

1 SSX3
2 GRAN TURISMO 3
3 BEYOND GOOD & EVIL
4 GTA: VICE CITY
5 FREEDOM FIGHTERS
6 DANCING STAGE MEGAMIX
7 TONY HAWK'S UNDERGROUND
8 EYETOY: PLAY
9 BURNOUT 2
10 ROCKY

HITMAN
CONTRACTS

WHICH OTHER MAGAZINE MAPS THE WHOLE GAME FOR YOU?

THE BEST **MAPS.** THE BEST **CHEATS.** ONLY IN...

CHEATZONE

ISSUE 6 ON SALE NOW

THE NO.1 PS2 TIPS AND CHEATS MAGAZINE

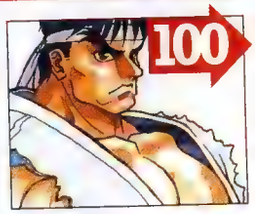
QUICK TIP: HAVEN: CALL OF THE KING AT ANY TIME YOU CAN PRESS: R2, L2, R1, ○, △, L2, ×, □ TO REFILL YOUR HEALTH BAR COMPLETELY.

PRO

TRAINING YOU IN THE DARK ARTS OF PS2

92 HITMAN: CONTRACTS
The ultimate walkthrough for the entire new *Hitman* game. You'll be even deadlier and balder than ever before.

98 STREET FIGHTER 2
What's this? Tips for a 15-year-old game! You'll scoff no more once you learned these devastating combos. Ha-do-ken!

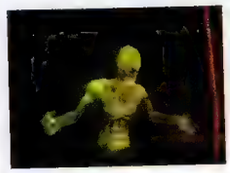


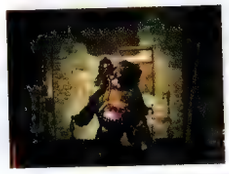
100 ULTRA DOJO
The ever-popular Dojo has just had a full makeover. It's now shorter and sweeter and, best of all, *you* get to set the challenges. So are you a Dojo Master?

PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level-by-level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about. Not two pages of 'try not to get shot' or 'use ↑ to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers challenge arena – the Pro Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you, you can be sure our tips are just that – straight-to-the-point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by 'casual gamers'. You get what you need month in, month out.
- PSM2 – playing PS2 longer, harder, faster!





TIP OF THE MONTH

THE SUFFERING

Alleviate the pain with some monster-busting codes. Or aspirin.

Daily Mail readers, eh? Forever banging on about how prisons are too comfortable, only stopping to decry the evils of computer games. If they'd only reconsider the latter, they'd probably stop worrying about the former. See, within ten minutes of the start of *The Suffering*, the hero's already got his skin-tight vest lathered up with demon haemoglobin.

ALTERNATE TITLES
Complete the game once.

PRELUDE LEVEL
Complete the game once

DIRECTOR'S COMMENTARY
After completing the game once, start a new game. On the prelude level wait for a crow to land next to the three inmates gathered together then stand on top of the crow.

MONSTER ARCHIVES
Use your monster transformation for most of the game, then complete it.

TORQUE ARCHIVES
Make "Bad" decisions (i.e. killing characters, leaving characters to die, etc.) and beat the game.

FAMILY ARCHIVES
Make "Good" decisions (i.e. saving characters from death, helping characters, etc.) and beat the game.

CODES
During gameplay hold R1 + L1 + ⊗ and enter the following:

Acid Mode
←←R2→↓R2↑↑R2↓↓R2

Brand New Family Pic

tips

Press ↑→↑→↑→R2

Depths of Hell
Press ↑↑↑→→→

Direction Wizard
Press ←→↓→R2←↑←

Fade to Black
Press ↓↓↓↓

Family Pic Dirty, Bloody and Wrinkled
Press ←↓←↓←↓R2

Full Health Meter
Press ↓↓↓R2↑↑↓↑R2

Get all weapons and items exept Gonzo Gun
Press ↓↑↓←→←R2↑←↓→↑→↓←R2↓↓↓R2R2

Get Gonzo Gun
Press ←R2R2R2→←→←↑L2R2R2R2↓↑L2↓↑L2R2

Good ol' Days (Black and White)
Press ↑R2←R2↓R2→R2

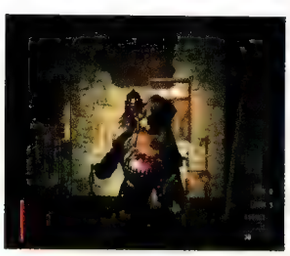
Hell in a Bottle
Press ↓↓↓↑↑↑

Information Hog
Press →←↑←R2→↓→

Let the Demon Condem Us (raise evil level)
Press ←←↓↑

Let the Faith Free (raise good level)
Press ↑↑→↑

Let us All See the Light
Press ↑←↓→↑→↓←R2



Overcome Insanity
Press →→→R2←←→←R2

Refills Current Throw Weapon Ammo
Press ←←↑↓→←→→R2

Resemble The Demon
Press ↑↓←→

Say Hello to my Little Friend
Press ↓→↑←↓R2←←→→R2↓↑←→R2

Shotgun Mayhem
Press ←←←↓↓↓

Squeaky Clean
Press ↓↑→←

The Big Bang
Press →→→←←←

Xombium Bottle Full
Press →→↑↑R2←→R2→↑→R2

MX UNLEASHED

Whatever next, eh? Well, MX Leashed, possibly. Although that won't be as much fun. Anyway, enter the following on the code menu, eh?

BIGDOGS
500cc bikes
SQUIRRELDOG
50cc Bikes
WRECKINGBALL
A.I. Bowling
CLAPPEDOUT
All bonuses unlocked
OBTGOFAST
Expert A.I.
BUSTBIG
Freestyle tracks
ECONATION
National tracks
SWAPPIN
Pro Physics
STUPERCROSS
Supercross tracks
MINIGAMES
Unlock all machines

FIGHT NIGHT

The wonderful thing about Tiggers...

...Is that they're very good at public speaking. In fact, DJ Big Tigger's one of the best thing's about *Fight Night*, providing a virtuoso slice of cover-than-in-butter-and-serve-it-to-yo-momma trash talk for even the most pedestrian punch-ups. And now you can mash his pretty mouth in. Brilliant, eh? From the Main Menu, select My Corner, Record Book, Most Wins-Boxer, then press ↑ twice. Boffo!

THE CAT IN THE HAT

***The Cat In The Hat*? What a prat. When we played this, we nearly shat. On a bat. Pah – this rhyming stuff's easy! And Dr frikkin' Seuss? We're not even sure he's a real *doctor*! What a shambles. Anyhoo, enter these during gameplay...**

Ten Magic Pickups
Press L1↓L1L2○↓↑↓↑↑

Add four bonus door keys for the current level
Press ○R2↓L1L1↑○↓↑↓

Extra Life
Press ↑↓○L2L1↓↑↓↓↑

LETHAL SKIES

Not to be confused with Lethal Skis, the brilliant game based on the bit from the start of The Spy Who Loved Me. We've just made that up. Of course.

All Missions in Campaign Mode
Press ↓R2R1↑↑L1L2L1

All Missions in Dogfight Mode
Press R1R1R1L2L2L2↑→↓←↑START

All Planes in Campaign Mode
Press L2L2→R1R1R1←←R2R2R2R2START

All Sidetrack Missions in Campaign Mode
Press L1R1R2R1→←←↑START

All Special Missions in Campaign Mode
Press ←L2L2L1↑↑↑↓START

Unlock Extra Paint Designs on Planes – press ○ to cycle through them
Press ←→←→→←→←L2R2○○○○START

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

RISE TO HONOR (M)

NF8Y-Q221-M83JQ
Fo96-YYPT-oF1ADF

60 HZ MODE
0AMDRMHND4
P1CNFWK2V3M-VW658

Y FIX
N5FA24QE
WA4RCCHKE-UPQP-YXJMG
YGHQ-CXC9-EVJVJAU23-4NKD-4NRCA
KCD3-QEJ5-PU2FYDMXW-ZG6D-KC75T

INFINITE HEALTH
G6EHNKN9
W8VF7NWZR
BC5YBRCE9

INFINITE ADRENALINE/GUARD
M75A911M
M1CYCHJFP
6UH12DFWA

OPEN DIFFICULTIES/LEVELS
D346-4344-KZA9W
3ZoC-YMCB-KFHWF

SONIC HEROES (M)

0E3C7DF2 1853E59E
FE80390E BCC75816

999 RINGS
DE939F2E
BCA99B83

99 LIVES
DE93981A
BCA99B83

EVERYONE START MAXED
DE972986
E0AF9B86
DE965A3A
E0AF9B86

ONE RING FOR FULL TEAM BLAST
DE939B3A
680B9B83

FREEZE TIMER
DE93A50E
BCA99B83

EVERYTHING
DEAEC62A
BCA99B83
DEAEC6CA
BCA99B83
DEAEC596
BCA99B83

TEENAGE MUTANT NINJA TURTLES (M)

E2GHWPH2Q59Z8
5Q1N8H4B01ZYB

INFINITE LIVES
YJTT8BXW
NZZYHV3ZoUR
HMJ8FH7

SILLY SOUNDS
X8Q00624
HMHNVD31R
345R4EZ99

OPEN ALL CHARACTERS AND EXTRA MODES
ZFMXBXQM
VCBJG1287
KNNWJ9DoN

INFINITE SHURIKEN
QJFXPXWD
KPVNQZ77N
TM7AXKUoY

IMPROVED DEFENSE
QR1VoYYo
4oRY3
1W44-WWUF-K5M5C

"WITH FRIENDS LIKE THESE WHO NEEDS ENEMIES?"

HITMAN CONTRACTS

Victor The Cleaner on a bender? No worries – we'll show you how to complete the game and keep it neat, Silent Assasin-style. Pay attention, 47...

MISSION 1
ASYLUM AFTERMATH

1) **HM starts in a white room. On the floor in a pool of blood is his dead maker; on him is a car key. Grab it and walk forward through the door.**

2) HM is now in secret a lab beneath the Asylum. Walk forward, past the other dead HM clones and follow the corridor round.

3) **Go through the double doors, through the door to the left of the red flashing light, turn right and through the single door. Follow the walkway round to the right and through the double doors. The next room contains clones of HM on raised platforms, run through the double doors at the end of this room.**

4) Ahead of HM is a locked gate, take the first double doors on the left as you enter this room, then the double doors straight ahead (in the left hand room are the syringes – these are optional). Take the next set of double doors on the left.

5) **Follow the mirrored corridor round, then through the double doors at the end of the corridor. Straight ahead is a window in the wall and double doors to the right. Either climb through the gap in the wall or walk through the double doors. Turn left, then right at the end of the corridor through the double doors. Go through the door on the right with the bars.**

6) Ahead of HM to the right is a lift. Travel to the second floor.

7) **Once the lift doors open notice the dead patients and the dead SWAT on the floor. It is possible to take the clothes of either of these. Ahead of HM are some double doors, enter the office to their left. On the desk in this room will be a key. Pick up the key.**

8) Exit the room, and return to the lift. Call the elevator and go to the first floor.

9) **The SWAT team may be walking around at this point attacking the asylum's wardens, if HM is dressed as a patient (and isn't holding a weapon) he will not be attacked.**

10) Exit the lift, ahead of HM are two sets of double doors. Walk through the doors on the left.

11) **Walk through the room with the fountain to the far doors at the end of the room (these should be open). Ahead of HM now will be four SWAT members. Just exit through the door on the right, follow the corridor around and exit through the front door. Head to the right and notice the car there. Walk up to the car, and the 'escape' action will appear.**

GENTLEMAN'S CLUB: This English country manor lets you murder high class ponces. Brilliant!

MISSION 2
THE MEAT KING'S PARTY

1) **Drop all guns – you'll be searched when entering the slaughterhouse.**

2) Change into the butcher's outfit.

3) **Hide in a toilet cubicle, then position HM so when the door opens he will be hidden.**

4) Wait for lawyer and guard.

5) **The guard will check each of the toilets in turn, but if HM is hidden by the door he will not be seen.**

6) Wait for the guard to leave the toilets.

7) **The lawyer will enter one of the cubicles, sneak up behind him and kill him silently.**

8) Pick up his gun, put it away and walk out of the toilets to the kitchen.

9) **When entering the kitchen a cutscene will play telling you to take the chicken to Sturrock. If the chicken plate isn't there you will have to wait for the butcher to return with it and put another chicken on the plate.**

10) Exit the kitchen with the chicken plate, when out of sight of everybody drop the chicken. Place the silverballer in the chicken. If you have the meat hook drop it.

11) **Take the stairs up to the Meat King near the dance floor.**

12) At the top of the stairs you will be frisked by a guard.

13) **Enter the Meat King's room. Go to the little alcove behind his bed and quickly retrieve the silverballer.**

14) Close the curtain and then push the button on the wall.

15) **The girls will leave, when they have left give Sturrock the chicken.**

16) While he is eating the chicken, shoot him in the head with the silenced silverballer.

17) **Exit the room through the door that leads on to the balcony.**

18) Turn left and crouch down so the when the guard on the other side comes out he does not see you. When he goes back in jump over the balcony.

19) **In sneak mode, open the door and kill him with the fibre wire.**

20) Drag his dead body onto the balcony and close the door.

21) **Change into his clothes.**

22) Run straight ahead going through all the doorways. When you can no longer go any further ahead take the door on the left.

23) **Go through this room and take the door that leads to the roof.**

24) Go over the roof to the other side.

25) **When back inside head to the door that is near the stairs and go through the doors.**

26) Turn left, go through two more sets of doors.

COLLATERAL DAMAGE: This sort of messy, public gunplay is very unprofessional work by 47.

27) When in front of the third set of doors, check your map to see where the Meat King's brother is, if he is in the room with the point of interest wait for him to leave, when he is out of sight sneak into the room with the dead girl.

28) A cutscene will play. When this scene has finished pick up the murder evidence.

29) Go back to the rooftop that you just recently walked over.

30) Walk onto the top of one of the lorries backed up against the roof.

31) Drop down to the ground level and approach the side of the lorry.

MISSION COMPLETE

MISSION 3
THE BJARKOV BOMB

1) HM starts off in the cargo plane. Syringe the man in the eskimo jacket who is making deliveries with grocery crates.

2) Head towards the exit of the plane which HM was facing when he started the level. Once outside, turn right and walk to the left of the building ahead. To your right there should be a set of doors which lead straight into the kitchen.

3) Talk to the only man working in the kitchen (Yurishka).

4) The man turns out to be an informant. He tells HM that the submarine must be sunk as it's being used as a bomb lab.

5) After speaking to the informant, pick up the laxative on the corner cabinet, and poison the soup on the stove, also in the kitchen.

6) Exit the kitchen, and enter the main mess area. By now the first target (Fabian Fuchs) should be sitting down waiting for some soup.

7) Eventually the informant will serve Fabian the poisoned soup. After he eats it he will start walking to the toilet. When he does, pick up the fire poke next to the stove and enter the toilet. Kill Fabian with the fire poker.

8) The objective 'Assassinate Fabian Fuchs' is now complete. Change into Fabian's yellow ski jacket.

9) Exit the toilet and a guard will talk to HM (thinking he is Fabian), telling you to follow him.

10) Follow the guard to the train tracks and board the train with him. Activate the train immediately.

11) Once at the end of the tunnel, turn left and head toward the ship. There will be two guards on the gangway leading to the ship who tell HM that Commander Bjarkhov is waiting for him. Enter the ship.

12) The first door on the right leads to a room containing three guards. Beyond this room is another room containing three bombs (you can pick these up if you like, but beware, the guards may see through your disguise, if you run or act suspiciously).

13) The second door on the right leads to some stairs. Go up the stairs, through the door and then through the door on the right. HM will now be on the upper outside section of the ship. Walk toward the two guards. One of the guards will stop and search HM.

14) Once HM has been searched, walk past the guards and through the first door on the right. This is Commander Bjarkhov's room. He will greet HM and offer him a drink. On Bjarkhov's desk is a silenced pistol. Either kill Bjarkhov with the pistol, or use the fiber wire once his back is turned. Objective complete.

15) Exit the room, and head downstairs, and then exit the ship. Once outside the ship head left. When HM is back at the train car head left again.

16) Continue straight ahead towards the path, the guard barracks will be on HM's left. A large warehouse should be visible straight ahead.

17) Enter the warehouse, turn immediately right, and head through the small gap in the wall. Here HM will find the radiation suit. Put it on.

18) Exit the warehouse, run straight ahead through the large pit (with the sub tail in it) and exit the pit on the opposite side via a set of steps.

19) Ahead of HM will be the submarine and a long pier with two guards at the front. Walk past the guards About half way down the sub is an opening into it, go inside.

20) Once inside the sub head right, past the men in radiation suits. Three more bombs will be located in the in the far corner. Pick them up.

21) Exit the sub, turn left and then down the ladder at the end of the pier. Providing HM spoke to the informant in the kitchen at the beginning of the level, the bomb locations will be marked on the map. Proceed to these locations and plant the bombs.

22) Once the bombs are planted head back towards the cargo plane where HM entered the level.

23) When you reach the train tunnel (but before you enter it) make sure no one is looking, equip the Bomb remote control via the inventory and detonate the bombs. A cutscene will play showing the sub going down. Third and final objective complete.

24) Continue on to the cargo plane. Once inside, head to the back of the plane (the exit point) and walk to the base of the ladder.

MISSION 4
BELDINGFORD MANOR

CAUGHT IN THE ACT: We don't think 47's going to be able to talk his way out of this one.

1) From the start point enter sneak mode and head right, along the wall and turn left.

2) Sneak along close to the wall, a guard will be on patrol, but won't see HM as long as he is sneaking. Continue sneaking further along the wall.

3) When the coast is clear, continue sneaking up to the path and then follow it round to the right away from the guards.

4) When HM reaches the large tree, turn left and continue to follow the path, until HM reaches the next large tree.

5) Hide behind the bushes near the tree and keep a close keep an eye out for the guards. When the coast is clear head right, towards the tennis courts.

6) Notice there are three ways into the tennis courts; the way HM just entered them, an entrance to the left and one to the right. Walk towards the entrance to the right, but wait behind the small wall next to it.

7) Eventually a guard will enter the tennis court via this entrance. Providing HM is behind the wall he will not be seen. Once the guard's back is turned enter sneak mode and go through the entrance where the guard entered the tennis courts.

8) There will be a large bush straight ahead, hide behind this (facing the manor house) and wait. A guard will eventually walk around from the back of the dog pen and stop in front of the bush. Once the guard resumes his patrol, head past the dog pen and head straight ahead up the steps to the single door.

9) Open the door carefully and close it behind you. HM will now be right beside the manor house, there will be some washing on the line. Wait here behind the small section of wall by the ladder. A guard will eventually be visible and stop near the ladder.

10) Once the guard is gone sneak past the ladder (notice the furnace room on HM's left) past the windows and turn left, there will be a door on the left at the bottom of some steps.

11) Still sneaking, head through this door and turn left, and then through the door on HM's left. HM will now be in the manor's furnace room.

12) Walk up to the furnace and switch it off (this will trigger a maid located in a first floor bathroom to come down and switch the furnace back on).

13) Once the furnace is off, sneak out of the room, and head towards the ladder.

14) Ascend the ladder and climb through the open window. On the bed in this room is a vial of poison. Pick it up.

15) Exit via the door in this room and then go through the door immediately straight ahead. HM will now be in the bath room (the maid that was previously in here has gone done to switch the furnace back on that HM just turned off)

16) Walk up to the mirror, notice that it also doubles as a door. Open the mirror door and walk through into the next room.

17) Head up the steps; there is a door on the right, but DO NOT OPEN IT YET. This door leads to the bedroom of Sir Winston Beldingford. Look through the keyhole, and use the map to locate the target.

18) Once the target is safely tucked up in bed, sneak towards the bed and pick up the pillow. Approach the target with the pillow. Once HM is close enough the option to suffocate the target will appear. Use this option, and a small cutscene will play showing HM killing the target with the pillow. Objective complete.

19) Drop the pillow and sneak towards the double doors in this room. Go through the double doors and turn right to face the bookshelf. This is no ordinary bookshelf as it also hides a secret door.

20) Open the secret door, go through it and climb up the ladder. Go through the single door in this room, head down the stairs and through the next door. HM will now be in a stone stairwell.

21) Head down the stair well and go through the first door HM reaches. Enter the room and stop at the closed door. This door leads to a room with a man in bed. HM needs his uniform. Look through the keyhole, and use the map to ensure the guard is asleep in bed. When the coast is clear sneak into the room, straight ahead will be a uniform that HM needs.

22) Change clothes, HM will now be dressed as a guard. Sneak back to the door HM used to enter the room and open it. Continue through the next door to the stone stair well.

23) Go down the stairwell to the door located at the bottom.

24) Although HM is now dressed as a guard, if he gets too close to the other guards he will get recognised, so be careful when entering the next room and moving about the manor house.

25) Enter the next room, head right past the leather sofas, and go through the double doors. HM will now be in a room with a double table. Head through the double doors on the left.

26) Again head through the double doors on the left in the next room, then head towards the single door straight ahead.

27) Open the door, this leads to another stone stair well. Go down the steps of the stair well. Go through the door, and then through the next door.

28) HM is now in the cellar, notice the

whiskey cask straight ahead. The second target (Alistair Beldingford) is fond of his whiskey, so poising this whiskey cask will ensure his death. Walk up to the cask and the option "Poison whiskey cask" will appear. Alistair Beldingford will die the next time he is served his whiskey.

29) Once the whiskey cask is poisoned head back through the door, up the stone stair well steps and through the door. Head straight ahead through the double doors, then straight ahead through the next set of double doors. HM will now be in the main entrance hall.

30) Go through the double doors on the left. HM will now be outside. Head right, towards the stables. Follow the path down past the first stable building. Enter the second stable building via the single door.

31) Head straight ahead through both sets of double doors, until HM reaches a room containing the horse's water supply on the right, and a set of stairs on the left. To complete the last object HM needs to free Giles Northcott, who is locked in one of the stables. The stable boy has the key that is required by HM.

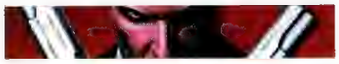
32) Head up the stairs to the area where the stable boy sleeps. Hide in this area and wait for him. When he arrives, sneak up behind him and kill him with the fiber wire. Pick up the stable key and change into the dead stable boy's clothes.

33) Head back down the stairs and go through the double doors. Go through the first set of double doors on the left and pick up the weed killer, which is hanging on the wall. Return to the room containing the horse's water supply. Walk up to the water supply with the weed killer equipped. A "poison water" action will be displayed.

34) After the water has been poisoned drop the weed killer and go through the double doors. Go through the next set of double doors and go through the first single door on the right. In this room are the stables. Walk up to the last stable on the right. Here you will find Giles Northcott. Open the door and a cutscene will play. This is the last objective. HM now has to go the exit point.

35) The exit point is located at the large double gates.

MISSION 5
RENDEZVOUS IN ROTTERDAM



1) HM starts off in a building overlooking the Biker hangout.

2) Turn left, exit through the door and run down the stairs.

3) Ahead of HM will be a truck and on the other side of the truck will be a door leading into a factory.

4) Wait for the hooker and the two guards to enter the building then sneak in after them.

5) Once at the door crouch and look to your right. Sneak (while crouching) behind the large shelves and cardboard boxes over there. Stand up and look across to the other side of the room (where the guard is sitting), and wait until he isn't looking (use the binoculars if you aren't sure) then run through the door that is now directly to your right.

6) Go through the double doors to the left and up the stairs.

7) Enter the double doors at the top of the stairs and sneak into the room on your right.

8) On the right of the large set of shelves in the centre of this room are some clothes. Sneak up to them and put them on.

9) Now go back the way you came and to the bottom of the stairs. There will be a blue door in front of you – pick the lock.

10) Walk outside into the alleyway and turn left. At the end of the alley (on the left) are some dumpsters, between which is some rat poison. Pick it up.

11) Behind HM is the exit from the alleyway leading into the courtyard of the main complex. Go through there and keep walking straight ahead past some large cargo containers and a small hut, until you reach a ramp leading into a large storage garage.

12) On the wall directly to your right is a power switch. And also in the top right corner of the same room is a guard standing in front of a door.

13) Go to the power switch and turn off the power. The guard will now start walking over to see what happened. Move back to the entrance and then round to the door at the back of the garage. Go through the door.

14) Outside on the wall directly to your right is a ladder. Climb up it and go through the door on your left.

15) In the middle of this room is a table with an inkpot on it. Poison it.

16) Exit the room, through the door you entered by and open the map. Look at the second floor map. Eventually Rutgert Van Leuven and a guard will enter the room you were just in. Rutgert will sit down and his crony will start tattooing him.

17) The poisoned ink kills Rutgert. He'll drop dead and the guard will run off (objective complete). As soon as the guard leaves, enter the room, pick up the VIP pass and safe combination from Rutgert's body. Now, look at the map and head towards the room in the bottom right (Rutgert's office).

18) Upon entering Rutgert's office there will be a safe on the opposite wall. Open the safe and retrieve the photos. This completes your first objective.

19) To the left of the safe is leather armchair. Hide behind this as another biker is on his way upstairs and he's heading straight for the office. The biker will run into the middle of the office, then into the room behind and finally into the bathroom. Each time he will wait for about 30 seconds in the middle of the room before proceeding to the next one. After the bathroom he should leave and you will be free to carry on unnoticed.

20) Exit the bathroom and go through the door to your left. Turn left again and follow the hallway down until you come to a set of double doors on you left. Go through them and run all the way to the bottom of the stairs and into the basement.

21) When in the basement, open the map, and head for the room in the top left. Watch for patrolling guards and duck into any of the rooms to avoid them. They shouldn't cause too much trouble.

22) As you enter the target room you will see your final objective, Klaas Teller. Walk up to the wall and activate the power box beside him. This should electrocute him and after a few seconds he will die (objective complete).

23) Leave the room and turn right. Follow the corridor all the way down and take a left, follow the corridor down again and turn right. You should be facing a blue door with a fire exit sign above it. Pick the lock and go through the door.

24) Once outside, go up the stairs on your left – there is a guard at the top of these steps. He may be suspicious of you, so sneak past him if you can.

25) After getting past the guard, walk back to the dumpster where you found the rat poison. From here proceed back down the alley and through the factory to the truck near where you started this level. Walk behind the truck.

MISSION COMPLETE.

MISSION 6
DEADLY CARGO

1) Walk forward and notice the Blue car. In the boot of this car is a bomb.

2) Enter the bar on the right, go up to the second floor, kill the guy with the ponytail. (This is the driver for the blue car, killing him prevents the bomb getting to the boat)

3) Exit the bar, turn right.

4) Walk forward, notice the signal floor with the satellite dish. Go up to the satellite dish and cut the TV signal.

5) Cutting the signal makes the guard on the gate leave his post, use this opportunity to sneak past the gates.

6) Enter the police station and take a police officer's uniform. Once a uniform has been obtained head towards the ship.

7) At this point the SWAT teams should be assaulting the ship.

8) Boris should start threatening he has

WAREHOUSE WORKER: If 47 can look like he belongs here he might be able to wander past.

armed the detonator for the bomb. He will be on the bridge of the ship.

9) Avoid or shoot the SWAT teams and get onto the ship.

10) Head for the ship's bridge and kill Boris. The detonator won't go off as Boris was bluffing, the bomb never reached the ship to be armed.

11) Exit the ship and head to the Location HM started the level.
MISSION COMPLETE

MISSION 7
TRADITIONS OF THE TRADE

1) Pick up the Conference ID card and Diana's note, but leave the Sniper suitcase.

2) Walk to the hotel entrance. Enter the Hotel and talk to the receptionist. He will tell you to go to room 301 and give you the key.

3) Go to the third floor via the elevator, once there pick up the Master Key from room 308. If it isn't there, wait for the bellboy to enter another room, and take the master key that he leaves in the door.

4) Follow the corridor left from room 308 past the hotel security room. Again follow the corridor round to the left through the double doors, and straight along.

5) At the end of the corridor is another set of double doors, go through and head down the staircase to the second floor.

6) At the end of the staircase on the second floor go right and through the double doors. Enter room 203 (next door to Franz), go onto the balcony, wait until the bodyguard is inside and jump to the next balcony.

7) Now wait by the door until the bodyguard comes out, sneak up behind him and kill him with the fiber wire.

8) Now sneak inside and go into the bathroom, again sneak up behind Franz and kill him with the fiber wire. On the desk in the room are Door Sign, Fritz's Notes, Franz's Envelope, and Fuch's Key. Pick up all of these items (the gun is optional).

9) Pick up the suitcase and go back the way you came, over the balcony, leave room 203 and go back up the stairs to the third floor.

10) At the top of the stairs turn left, go to the end of the corridor and through the double doors. There is a closet on your immediate left, go in, drop the suitcase and then change in to the bellboy uniform.

11) Come out of the closet and go to the left, then right through the metal detector and down the stairs, turn left at the bottom, and go through another metal detector then down another set of stairs all the way down to the reception area.

12) Walk to where the reception desk is and turn to the left, note that there is a guard standing in front of a set of doors. Go through those doors and another set of doors into the changing room area of the thermal baths.

13) Go into the shower area, check your map to see which way the guard is facing. Once he has his back to you, go through the arch and stick to the right hand side of the pool. Turn right at the next entrance, wait for Fritz Fuchs to exit the pool and go into the steam room.

14) Once he is in there walk over to the red handle and choose the turn handle action.

ON HIS DEATHBED: This poor soul is paying the price for messing with the Rotterdam gangsters.

Watch cutscene. Once Fritz is dead, open the door and pick up the X-ray room key.

15) Leave the way you came in, making sure that the guard does not spot you.

16) Make your way back to the third floor where you left the suitcase. Pick it up and head to the roof by way of the door opposite the closet.

17) Go straight across to the open windows on the other side. Drop the suitcase again, and check your map to see that the guards are facing out the other windows. When the guard in the first room isn't looking jump through the first window.

18) Sneak through the door on the left hand side, then turn right and move towards another set of double doors. Wait there and check your map, make sure that guard is facing the other way, then enter the room and head towards the left and into the x-ray room.

19) Pick up the chemical bomb. Head out back the way you came, while still checking that the guards are not looking in HM's direction. Once back on the roof, put the bomb into the suitcase.

20) Exit the roof and turn left, go through the double doors and turn right. Once you hit the staircase, go down all the way to the first floor. Turn right, and walk towards the guard, keep walking the way you were going, past the guard and in to the next corridor.

21) Go straight through here till you come to a set of double doors that you will need to pick the lock to open. Check your map to make sure there are no guards on the other side of the door or near by. Pick the lock and go straight through till you reach the reception area, turn left and exit the hotel.
MISSION COMPLETE

MISSION 8
SLAYING A DRAGON

1) Turn right from your starting position and walk up to the yellow dumpster. Turn right and walk forward just a little. Go down the first left hand alley and you will see a sewer grate.

2) Climb down into the sewer and pick up the rat poison in the corner.

3) Climb back up the ladder, turn left and head left round the corner of the building.

4) Go all the way down the street you are now on, and after passing the limousine take the first left.

5) About half way down this street is a door with a large crate outside of it. Go inside.

6) Straight ahead of you will be a stairway. Walk up to the fifth floor.

7) Turn right and pick the lock of the first door on your left.

8) In this room is a gardener's uniform, put it on. Drop all of your weapons here as well.

9) Head back downstairs and out of the building, back onto the street.

10) Ahead of you and slightly to the left will be an entrance to the park where the meeting is taking place. Walk up to the guards at the entrance and they will frisk you.

11) After the guards have finished frisking you, proceed into the park towards the pagoda.

12) Once you have crossed the small bridge turn left and walk up to the tea trolley.

13) Make sure no-one is looking, and select the option to poison the tea.

14) Walk out of the park through the archway directly in front of you and proceed to any of the level exits marked on the map.

MISSION 9
THE WANG FOU INCIDENT

1) From the start point move to the back entrance of the restaurant.

2) Enter through the double doors on the left and move quickly up the stairs to the second floor.

3) Move HM to the point of interest on the map, avoiding the single guard in the room next to it. Pick up the bomb and bomb remote control.

4) Change into the Red Dragon clothes and return to the outside.

5) The car with three of the targets will have arrived at the restaurant.

6) Check the map and move HM to the alley with the sewer.

7) The limo driver will move into the alley to urinate.

8) Sneak up behind and kill him. The syringe is usually your best option.

9) Take the dead limo driver's clothes and hide his body in the sewer.

10) Move to the car and plant the bomb.

11) Return to the sewer and change back into the Red Dragon clothes.

12) The two targets that arrived in the limo will get back into it and it will drive off.

13) Before it exits the map the car will pass two Blue Lotus Members, at this point use the bomb remote to blow up the car. This will eliminate five of the targets.

14) Move back to the point of interest on the second floor via the back entrance to the restaurant and pick up the sniper rifle.

15) Move to the large room located beyond the elevator.

16) On opening the door to this room there will be a guard. Kill this guard with the fibre wire, or wait for him to start his patrol.

17) The map of the first floor shows a point of interest. From the second floor HM can shoot the remaining Blue Lotus Triad Members with one shot.

18) Drop the sniper rifle and move HM to the exit point.

Pro Tip

TRAINING YOU IN THE DARK ARTS

MISSION 10
THE SEAFOOD MASSACRE

1) **Drop the sniper suitcase by the car and continue along the road ahead of you, turning right at the first road on the right.**

2) Continue along this road. Stop when you're parallel to the yellow sign on the building to your right.

3) **Turn left and walk down the alleyway between the buildings (it has a yellow bin and a sewer at the end of it), crouch in the corner behind the yellow bin, prepare your fibre wire and hold sneak. Wait for the Red Dragon negotiator to appear to relieve himself.**

4) When the Red Dragon negotiator stops in front of the sewer entrance, you should sneak forward so that you are standing behind him. Sneak forward and fibre wire him. Objective complete.

5) **Once he's dead, drag his body over the sewer entrance and select drop body. Objective complete.**

6) Once his body has fallen into the sewer, climb down there and join him.

7) **Once down there, stand over his body and choose 'pick up Red Dragon amulet', 'pick up SG220' and take his clothes.**

8) Climb back up the ladder and go back the way you came. Pick up the sniper suitcase, then keep going along the road to the end.

9) **At the end of the road turn left and walk along until you get to the scaffolding on the left hand side.**

10) Climb the scaffolding to the top and walk around the corner keeping to the left. When you reach the point of the scaffolding where nobody can see you (behind the banner that is blowing in the wind) get HM to unpack the sniper suitcase.

11) **With the sniper rifle out, zoom across the street to the top floor of the restaurant. You will see the Blue Lotus negotiator with his back to you and the Chief of Police leaning to his right. Keep your crosshair on the back of the Blue Lotus negotiator's head.**

12) Wait patiently and the Chief of Police will eventually lean back to stretch. When this happens fire and you should kill them both with one shot.

13) **Pick up the sniper suitcase and then sneak back around the scaffolding. Head for the ground.**

14) With the ladder of the scaffolding to your back turn right and then right again so that you are on the road where your car is. Walk forward past the telephone boxes and drop your sniper suitcase on the corner next to your car.

15) **Turn right and walk along the road with the restaurant ahead of you. Approach the door.**

16) One of the guards will inform you "They're waiting inside, I'll hold your weapons for you".

17) **Walk inside the restaurant and up the stairs to the murder scene. Walk up to the small table by the window. Equip the Red Triad amulet, the option to 'place amulet on the table' will appear.**

18) Head back to your car and pick up the suitcase on the way...

MISSION COMPLETE

MISSION 11
LEE HONG ASSASSINATION

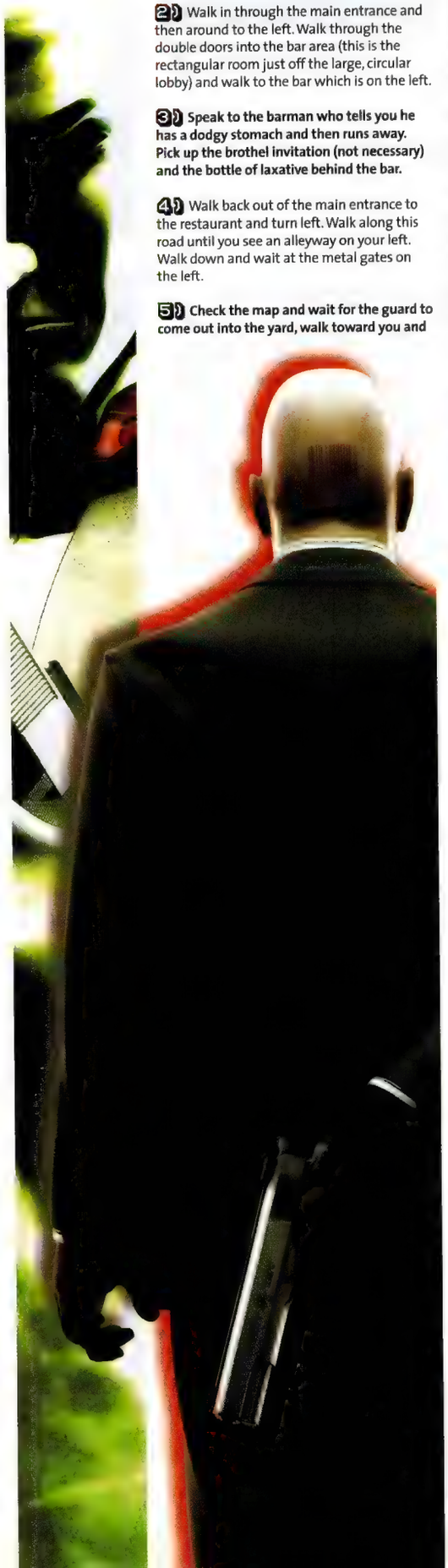
1) **Start level, run to the main entrance of the restaurant.**

2) Walk in through the main entrance and then around to the left. Walk through the double doors into the bar area (this is the rectangular room just off the large, circular lobby) and walk to the bar which is on the left.

3) **Speak to the barman who tells you he has a dodgy stomach and then runs away. Pick up the brothel invitation (not necessary) and the bottle of laxative behind the bar.**

4) Walk back out of the main entrance to the restaurant and turn left. Walk along this road until you see an alleyway on your left. Walk down and wait at the metal gates on the left.

5) **Check the map and wait for the guard to come out into the yard, walk toward you and then turn around. As the guard is about to enter the building again, select open gates and follow him in making sure you avoid making any noise.**



6) When you walk in through the doors, go straight ahead and there is a staircase going down to the restaurant basement on your right. Follow this down to the bottom and take the door on the right.

7) **Turn left and walk through the sheets hanging down. There should be a chef's uniform on the floor – change clothes and go back up to the yard, avoiding the guard at the top of the stairs again.**

8) Once you are in the yard go to the door on the far side of the yard (the far right if you have the metal gates behind you) and walk through these doors and then to the right, into the kitchen.

9) **Walk up to the table where the chefs are and put the laxative in the soup. A cutscene will play.**

10) Walk through the door next to the table with the soup on it and then straight on through the next door into the dining area. Walk around the dining area to the small circular dining area just off the main one.

11) **When you arrive there Lee Hong and Zun should be waiting for you. As you arrive another cutscene will play. After this, walk between Zun and Lee Hong and choose to 'serve soup'. Another cutscene will play showing Zun running away.**

12) Walk around to the back of Lee Hong and watch the wooden arch to check the guard is walking away from you. The second he starts walking away, fibre wire Lee Hong. Take the safe combination and then walk back out of the small dining area and run as fast as you can to the yard.

13) **Stay by the door you exited.**

14) Watch for the guard to come out of the left door and when he walks back in, follow him into the warehouse at the back of the restaurant.

15) **Just as you enter the door sneak to the left and hide behind the crates.**

16) Walk around the left side of the boxes as the guard passes and take him out as he goes down into basement.

17) **Take the clothes and the uzi.**

18) Go down into restaurant basement and take every right-hand door you can (ignoring the elevator). The first door on the right after the elevator will take you into a room full of uzis and ammo. Grab this and then take the door behind the sheet hanging up on the right. Continue along this route away from all the guards.

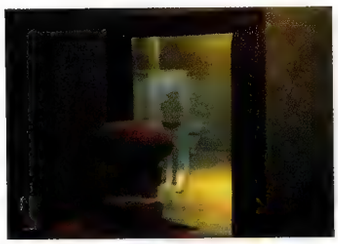
19) **When you reach the three rooms all together halfway along the map you'll find that the middle room has a back door.**

20) Go through the room, turn right and then right again immediately, this will lead you to a prisoner who will tell you the location of the jade figurine.

21) **Once you know the location of the figurine, go for it. It could be in any of the four following safe locations:**

The brothel: It'll be in the bottom-right room on the map.
Lee Hong's Office.
Weapons depot, in basement: This is near the room where you picked up the uzis.
Guards' quarters, restaurant, and near entrance: Self explanatory, really.

22) Once you've got the figurine, head for the exit and you're done.



PEEPING TOM: IT'S NOT ALL MURDER AND VIOLENCE. EVEN A HITMAN HAS TO HAVE HIS HOBBIES.

MISSION 12
HUNTER AND HUNTED

1) **From the start of the level run through the door on your left into a hallway. Run straight ahead and go through the first door on your right. Do this *really quickly*.**

2) Straight ahead of you in this room is a balcony. Use it to jump to the roof of the building opposite.

3) **Run forward until you reach a wire mesh roof with a section missing.**

4) Walk to the edge of the hole and look down. Position HM so that as he goes over the edge he will land on the dumpster below.

5) **As soon as you land in the dumpster, back pedal and crouch behind the bin. Wait for the two patrolling police to pass you (walking right to left).**

6) After they have gone round the corner, follow them. You should turn left, walk straight ahead, and turn left again. Go down to the bottom of this alley and turn right (you'll have to take it slow because the police will be walking down here).

7) **Follow this alley down and you will see a paramedic. Sneak up behind him with HM pressed firmly against the left hand wall of the alley. Syringe the paramedic then take his clothes and his key.**

8) Drag the body back up the alley a little it and then walk out into the open.

9) **Cross to the other side of the street that you're walking down, turn left and walk all the way down to the crossroad.**

10) Turn left here and walk down this street past the two police cars. Take your first right and walk down that street.

11) **Half way down, on the right, is an alley. Go down here, taking a left and then the next right.**

12) At the end of the alleyway (and to the right) is Fournier (he is cowering behind a police van with his megaphone)

13) **Press HM against the left wall of the alleyway and edge forwards until the back of Fournier's head is just visible (at this point the two police behind him won't be able to see you at all).**

14) Shoot Fournier and head back through the alley.

15) **Look at your map. At the very top of the central street (top middle of the map) is an ambulance. Make your way to it and as you approach it select the 'escape in ambulance' option.**

MISSION (AND GAME) COMPLETE!

"another hard day crushing the Warrior Kings of Zutron"
Trevor Smith, 27, Administrator
THE BIGGEST GAMING EVENT THE UK HAS SEEN EVER!
/// Non-stop entertainment...
Get your hands on all the new releases and old favourites from the top games brands, plus competitions + launches together with celebs, live bands + DJ's.
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GAME

"THE ULTIMATE COMBO GUIDE FOR THE GAME THAT INVENTED COMBOS"

HYPER STREET FIGHTER 15th ANNIVERSARY EDITION

Kick it old-skool with our guide to the finest of Street Fighter's combos.

And remember – the ceremony means nothing. The battle is all.

BALROG

Most opponents will block the big lad's dashing attacks, but you can remedy this problem. Try performing a Dashing Uppercut or Dashing Punch just out of your opponent's range then pulling off the headbutt grab. Annoying!

EASY

■ Jumping Roundhouse, Crouching Jab, Crouching Roundhouse.

■ Jumping Deep Fierce, Crouching Jab, Crouching Jab, Dashing Uppercut or Dashing Punch.

■ Jumping Super Deep Roundhouse, Standing Strong, Dashing Punch.

VICIOUS, HARD, CLASSY

■ Jumping Deep Fierce, Crouching Jab, Crouching Jab, Jab Dashing Punch, Standing Fierce (hesitate for a split second after the Dashing Punch).

BLANKA

When you see the green blokie's Rolling Attack you can always expect an opponent to block since you are either in a crouching position or moving back. You might not always land a Rolling Attack, but you can catch opponents out with a Jab roll followed by electricity. Alternatively, distance the jab roll to land just in front of them, then go for the headbutt (Forward and Fierce) – nasty.

EASY, CHEESY

■ Jumping Deep Fierce, Standing Jab, Electricity.

CHARGE

■ Jumping Deep Fierce, Crouching Forward, Rolling Attack.

■ Jumping Deep Roundhouse, Standing Strong, Crouching Fierce.

CAMMY

Try Cammy's annoying corner trap (Standing Short, Standing Short, Short Thrust Kick, Standing Short, Standing Short, Short Thrust Kick) – but not against Ryu/Ken. Also, Cammy's standing roundhouse can counter a lot of jumping attacks.

EASY

■ Jumping Deep Fierce, Standing Strong, Cannon Drill.

■ Jumping Deep Roundhouse, Standing Strong, Thrust Kick.

VICIOUS, CLASSY

■ Jumping Deep Roundhouse, Crouching Short, Crouching Forward, Cannon Drill or Thrust Kick.

HARD, VICIOUS

■ Jumping Super Deep Fierce, Standing Short, Standing Short, Crouching Short, Crouching Forward, Forward, Cannon Drill or Forward thrust Kick.

CHUN LI

Chun-Li's air throw is amazing. She can counter midair attacks like Ryu's Tatsumaki Senpuu Kyaku, even in the middle of their move, but the timing's ridiculous. Also, when an opponent tries to cross you up, you can pull a Flip Kick or a Neck Breaker Kick to knock them out.

EASY

■ Standing Short, Hyaku Retsu Kyaku. Basically rapidly press the kick button and the Hyaku Retsu Kyaku should cancel on its own.

HARD

■ Standing Fierce, Spinning Bird Kick. The only tricky part is that you pull off the standing fierce at the midpoint of the move. After you charge down, let your controller go at a neutral position then quickly press ↑ and kick.

■ Jumping Fierce, Standing Strong, Crouching Roundhouse.

CHARGE

■ J.Fierce, Standing Fierce, Kikouken. (The way to perfect this combo is that you must charge ahead of time)

EASY, VICIOUS

■ Jumping Fierce, Standing Fierce, Hyaku Retsu Kyaku.

DEE JAY

The man in a man's jumping roundhouse is a good move to knock opponents out of the air with. His crouching forward is also a knockdown move. Also, it pays to remember that his crouching roundhouse has been known to go under people (like).

■ Jumping Deep Fierce, Standing Strong, Max Out.

■ Jumping Deep Fierce, Standing Strong, Forward Double Dread Kick.

HARD

■ Jumping Deep Forward, Crouching Short, Standing Fierce.

HARD, VICIOUS, A HITS

■ Jumping Cross Up Forward, Crouching Jab, Crouching Jab, Standing Strong, Hyper Trail.

DHALSIM

The rubber-man's a massively frustrating character if you play him right. Try the classic Jab Yoga Fire, Standing Roundhouse trap, or (in Hyper mode) the Yoga Fire, Teleport Throw. Very cheesy!

EASY

■ Standing Jab, Crouching Jab, Crouching Roundhouse.

EASY, VICIOUS

■ Standing Jab, Standing Fierce. (Make sure you're close to your opponent as the Scrot headbutt double hits)

HARD

■ Jab Yoga Fire, Teleport, Crouching Forward, Yoga Flame.

E.HONDA

For a super cheesy attack, get an opponent in the Bear Hug (forwards, Strong) and slam the punch buttons. When they escape they'll be so deep that they'll have to block about seven hits.

EASY

■ Jumping Deep Roundhouse, Standing Jab, Hundred Hand Slap.

CHARGE

■ Jumping Deep Roundhouse, Crouching Strong, Sumo Headbutt. (Make sure you charge ahead of time for this combo)

■ Jumping Deep Roundhouse, Standing Jab, Crouching Roundhouse.

EASY, VICIOUS

■ Jumping Deep Fierce, Standing Roundhouse.

FEI LONG

Try this annoying corner trap. Rekka Ken, Rekka Ken, stop, Rekka Ken, stop... etc.

EASY

- Jumping Deep Roundhouse, Standing Jab, Crouching Roundhouse.
- Standing Jab, Rekka Ken, Rekka Ken, Rekka Ken.

VICIOUS

- Jumping Deep Fierce, Standing Fierce, Rekka Ken, Rekka Ken, Rekka Ken.
- Jumping Fierce, Standing Jab, Shien Kyaku.

HARD

- Jumping Deep Fierce, Standing Fierce, Shien Kyaku.

GUILE

Guile's the perfect character to perfect your charging skills. Most of his combos can be done with anything from Jab to Fierce, but the timing gets progressively harder with the more damaging moves. It's possible to follow a Sonic Boom in for a throw, but you'll make enemies if you do.

EASY

- Standing Fierce, Flash Kick. (Tough, as you need to nail the fierce at the midpoint of the controller motion)
- Jumping Deep Fierce, Crouching Forward, Flash Kick.
- Jumping Deep Fierce, Crouching Jab Sonic Boom.

CLASSY, HARD, VICIOUS

- Jumping Deep Fierce, Crouching Fierce, Sonic Boom, Standing Forward Fierce.

HARD, 5 HITS!

- Jumping Deep Fierce, Crouching Strong, Sonic Boom, Crouching Forward, Flash Kick.

KEN

CLASSY, VICIOUS

- Jumping Deep Fierce, Crouching Fierce, Hadouken.
- Jumping Deep Roundhouse, Crouching Forward, Shoryuken.

CHEESY

- Jumping Cross Up, Roundhouse, Crouching Short, Crouching Short, Hadouken.
- Jumping Cross Up Roundhouse, Standing Short, Crouching Short, Shouryuken.

HARDEST, CLASSY

- Jumping Deep Fierce, Jumping Fierce, Tatsumaki Senpuu Kyaku.

M. BISON

We *all* hate M. Bison.

- Jumping Deep Fierce, Crouching Jab, Psycho Crusher.
- Jumping Deep Fierce, Crouching Jab, Scissors Kick.
- Jumping Deep Fierce, Crouching Short, Crouching Jab, Scissors Kick.
- Jumping Deep Fierce, Crouching Strong, Standing Forward.

ZANGIEF

Like T.Hawk, Zangief's all about the Spinning Piledriver and Siberian Suplex (which has slightly longer range, but worse damage). A lot of combos will even work when blocked with these, so get the motion nailed.

- Standing Jab, Spinning Pile Driver.

EASY

- Crouching Short, Spinning Clothesline.
- Jumping Down Fierce, Crouching Short, Spinning Clothesline.

CHEESY

- Jumping Down Short, Siberian Suplex. (Even if the opponent blocks you'll catch them every time)

EASY

- Jumping Deep Fierce, Standing Strong, Crouching Roundhouse.

HARD, VICIOUS

- Jumping Down Fierce, Crouching Jab, Crouching Jab, Standing Jab, Siberian Bear Crusher.
- Jumping Down Cross Up Fierce, Crouching Jab, Crouching Jab, Crouching Jab, Crouching Jab, Crouching.

SAGAT

First up, Sagat has a fireball pattern like Ken and Ryu: Tiger Shot, Tiger Uppercut, Tiger Shot, Tiger Uppercut, etc. Guile has a hard time breaking out of this one. Also, Sagat's Tiger Uppercut is the perfect 'getting up' move to take jumping characters by surprise.

EASY

- Jumping Deep Roundhouse, Standing Roundhouse. (The roundhouse will only double hit on larger characters like Zangief, Sagat, T.Hawk, or Balrog. Use a forward against all other characters)

HARD

- Jumping Deep Roundhouse, Standing Roundhouse, Tiger Uppercut.
- Jumping Deep Roundhouse, Crouching Short, Tiger Uppercut.
- Jumping Deep Fierce, Standing Jab, Tiger Knee.
- Jumping Deep Fierce, Crouching Short, Tiger Shot.

T.HAWK

It's all about perfecting the movement for the Storm Hammer with Hawk. Learn to do it out of a jump, a jab, or when you get up off the floor, and you'll be completely unstoppable.

- Jumping Deep Roundhouse, Crouching Jab, Thunderstrike.
- Jumping Cross Up Fierce, Standing Short, Standing Jab, Thunderstrike.

VEGA

Vega's the best equipped when going against fireball fighters up close. His superior speed is unmatched and lets him quickly attack his opponent when they throw out a projectile. Even Ryu has trouble throwing the Fireball/Dragon pattern against him.

- Standing Jab, Claw Roll.

EASY

- Jumping Deep Roundhouse, Standing Jab, Crouching Roundhouse.

CHARGE, VICIOUS

- Jumping Deep Fierce, Crouching Jab, Claw Roll.

RYU

Obviously, Ryu's much the same type of fighter as Ken – only miles better. So use Ken's normal combos, but try these super-sweet ones in Hyper mode to kill the blonde poser outright.

- Jab Hadoken (from 3/4 screen away, follow it in, then...), Crouching Fierce, Hadoken.
- Jumping Fierce, Crouching Fierce, Shinku Hadoken. Boshkins!

COMBO SCHOOL

CANCELS

It's only *SF2*'s notorious 'bugs' that make most combos possible. Certain moves, like Ryu's Crouching Fierce uppercut, can be 'cancelled' halfway through to go into a special like the Hadoken. If the entire uppercut gets animated, your opponent can block. It's the most fundamental rule of street fighting.

CHARGING

As a rule, if you're playing as Guile, Chunners or Blanka, you'll want the joypad 'charged' to down/back at *all times* so that you're always ready to unleash a special move. If you see a 'charge' icon next to a combo, you'll need at least two-seconds worth of charge. In most cases, you'll have to hold the stick back as soon as you start jumping.

SUPER MOVES

As a rule, most of these moves work with any variation of any character – but if you're playing as the *Hyper X* versions, it's usually possible to substitute their super move for the final special – sticking Ken's flaming dragon into his shoryuken combos, for instance. Try it out...

WHERE TO HIT

Nailing combos in *SF2* is all about getting the first hit right. If Ken hits a jumping fierce kick too high, for instance, his opponent can recover and throw him before he lands. Some moves need you to hit 'deep' or 'cross up' an opponent before they land – here's how. And bear in mind that some combos work much better on the really tall characters...

ULTRA DOJO

Welcome to the shiny new Ultra Dojo, bursting with fresh challenges, eye-boggling screenshots and fiendish advice from the Dojo masters. Get famous for your madskillz! Send us your tape... NOW!

ALL CHANGE!

Hey you. Yes, YOU. That's right, we're not just talking to our cherished Dojo regulars who bust out 20 million point combos on *THUG* like they were buttering toast, but the charming – and may we say, quite handsome – gamer, like yourself. In today's distressingly busy world, with the pressures of work, loved ones and – let's face it – the pressing need to sit on your ass and relax – who's got 70 hours spare to break the 5 million barrier in the All Peak Jam on *SSX3*? So that's why we want you – ALL of you – the blessed readers of PSM2, who might normally flip past this incredible chunk of score-laden mastery, to help us make Dojo even better. We need your videos. We need your craziest create-a-characters. We want your silliest/favourite/goriest/sexiest moments in gaming. Dammit – we want to celebrate this wonderful thing called PS2! Read on, write in with your suggestions and let's take this to the next level.

ATTENTION! DOJO REGULARS!

Hopefully you should have received a token of our (enormous) gratitude for all your previous endeavours by order of Her Majesty's post, but please – pretty please – don't stop sending in your mad scores and unusual gaming secrets. As ever, we'll be whacking the best in the mag, with the cream of the crop decorating our DVD.

DEFINING MOMENT OF THE MONTH!

HARDCORE FETISH ACTION
from Jonathan Harris

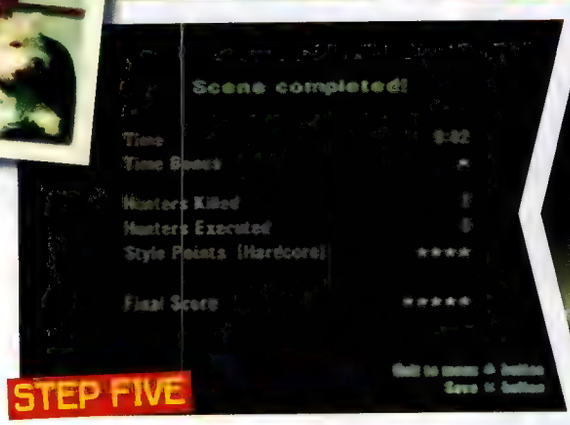
Sick, twisted, demented, disturbed – just a few words to describe Jonathan Harris' performance on the Doorway To Hell level of Rockstar's snuff-tastic *Manhunt*.

In a hail of giblets, bile and human effluent, Harris' cool and calculating manhuntin' ensured red level kills at every turn.

His knowledge of the level is obvious as every shadow point, no matter small, was utilized to deadly effect.

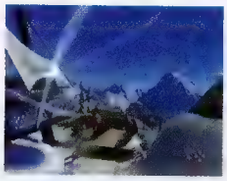
And in a sick twist, the final enemy was pumelled to an unsubtle death with a baseball bat and he still walked out with a Fetish rating.

Starkweather would be proud of this sick puppy. Let's just hope he doesn't pop 'round to PSM2 towers with a plastic bag.



READER THROWDOWNS!

Unbeatable at games? Put YOUR high scores to the test in PSM2.

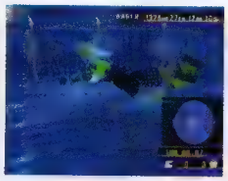


SSX3 (R&B Slopestyle)

by Austin 'The Tool' O'Toole – 2,650,479

What I Did: Racked up abnormal pointage.
Tricks? Pure, unadulterated skill. Didn't simply follow the course; used the edges for half-pipe-style trickage and picked up plenty of multipliers.

Also kicking ass...
Peter Farrow
Thomas Vincent
William Oddie 1,345,346



Final Fantasy X (Blitzball League)

by Bader 'Douglas' Beheiri – 36 goals

What I Did: Topped the leaderboard of the rock hard Blitzball league with a rockin' 36 goals.
Tricks? Used each turn wisely and nailed a killer tactic that ensured points were scored with every move.

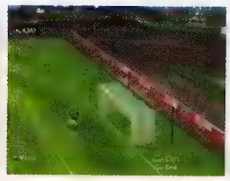
Also kicking ass...
Steve Harrier
James Willis
Pablo Smith ..... 49 goals

LOTR: ROTK (Single Player)

by Richard 'Skippy' Panniers – 30,000 points

What I Did: Sliced through single player as Gandalf for maximum pointage.
Tricks? A lethal mixture of ruthless aggression and sharp-as-a-tack timing.

Also kicking ass...
Samuel Bau ..... 29,803 points



PES3 (Super Goal)

by Jake 'Marbles' Goss

What I Did: Scored a jaw-dropping *PES* goal.
Tricks? Found the best spots for superior goalage and used the proper players/team. When you're as good as me, it's not luck; it's pure sodding skill.

Also kicking ass...
Kevin Beathawk ..... Scotland

SSX3 (Ruthless Ridge)

by Thomas 'Brown Bread' Cairney – 2'51

What I Did: Flew down Ruthless Ridge like a bat out of hell.
Tricks? Learned the course until every turn, jump and bend was second nature. Then all it took was a steady hand.

Also kicking ass...
Charles McQuade ..... 2'49
Simon Hills ..... 2'37
James Cagney ..... 2'33

POSTCARDS FROM... VICE CITY

Vice City is a beautiful game and in light of this, we want your lush, crazy and just downright funny shots from everyone's favourite crime-'em-up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screen-shootin' device.

LOOK-A-LIKES

We want your suggestions, photos and created characters – does your dog bear an uncanny resemblance to Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

Jacques Braun
Onimusha 3

A Sad Little Puppy
Morose canine

by Paul Sammond of Kidderminster
"The likeness is uncanny. Just look at them!"

PSM2, ULTRA DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
Thank God all those big scary tables have gone! I'm brilliant at games and want to show you what I can do.

And I enclose... MY PHOTO ☐ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ☐ (wound to just the right place)

Check out my tape, it's got this on it:

.....
.....
.....

And this is why – and more importantly how – I did it...

.....
.....
.....
.....

Name .....
Age .....
Address .....
.....
.....

INSANE CHALLENGE OF THE MONTH

We make you do fiendish things in games. For kicks.

Every month a member of the PSM2 team challenges you to beat their craziest high scores, or top a feat of gaming madness. We'll print the best entries the month after, with exceptional achievements – or plain silliness – appearing on the DVD.

THIS MONTH:
NOT THE FACE!

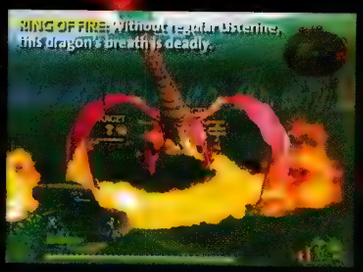
"Deadline day. Tempers fray. Finally, Jorin spots yet another spelling mistake and nuts Dan G. Yes, this issue, we'd like you to alleviate the strain by creating your favourite PSM2 staffers and making them ruck in *Fight Night*. Bloodiest pagger wins. Queensbury rules, natch."

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2 into your video's SCART sockets and record you playing a game on the tape.

Put the tape, pic of yourself and the form (just there) into an envelope and post it to us.



Developer: Cavia Inc.
Publisher: Take-Two

Drakengard

With Samurai swords at our sides, PSM2 headed off to Japan to fight our way inside Square Enix HQ...

Everyone at one stage or another has heard something that shocked them into disbelief. Remember the first time you heard they'd caught the a cave-dwelling Saddam Hussein alive – you never thought it would happen, right? Or when you overheard that Peter Andre's Mysterious Girl had topped the charts – AGAIN. After the rage subsided, you felt unbelievable scepticism. So when PSM2 listened as Square-Enix's head-honcho, Takamasa Shiba, casually addressed the fact that they'd toned down the amount blood in *Drakengard*, we nearly fell off our chairs. After all, it was Japanese films and the Manga series that pushed the boundaries of good taste to its absolute gory limits. And not only that – earlier in the day we had witnessed a samurai fight-to-the-death in downtown Tokyo. No shiznit. But alas, Japan's equivalent of Mary Whitehouse has wrapped its big angry censorship mittens around Square-Enix's RPG/Action newcomer and toned down a game that previously was one of the goriest ever. The good news is that even with the majority of the blood having been expelled from *Drakengard* there's still plenty left to get your teeth (and sword) stuck in to.

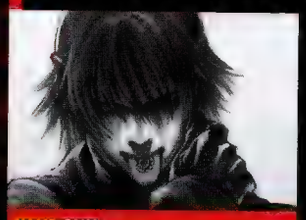
First up, there's the typical Square Enix storyline. You play a warrior, named Caim, who's hell-bent on causing severe harm to everything in his path. He's angry because that the Empire sent a massive dragon to kill his parents then, an approaching the castle where his sister lives. ►

"WE WITNESSED A SAMURAI FIGHT-TO-THE-DEATH IN DOWNTOWN TOKYO"

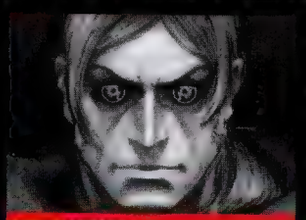
WATCH IT ON THE DVD VIDEO

PACT LUNCH

Drakengard is all about pacts. There are several characters that become playable as the game progresses. Each character has made a pact with a particular mythical creature that can help out against the evil doers.

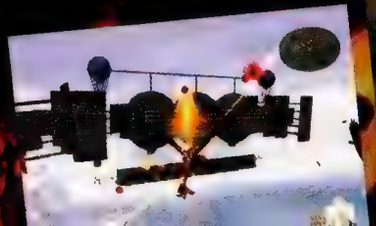


NAME: CAIM
PACT SACRIFICE: Voice
OCCUPATION: Slayer of anything stupid enough to move.
HIS STORY: Caim used to be the prince of a small kingdom, which was completely blitzed by the Empire. Keen to return the favour, Caim makes an unlikely pact with a red dragon and goes in search of the assholes that killed his family.

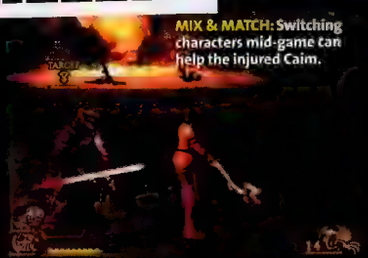


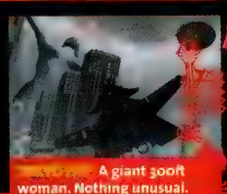
NAME: LEONARD
PACT SACRIFICE: Sight
OCCUPATION: Spot The Difference champ
HIS STORY: A loner and a wanderer, Leonard was ridiculed by the people close to him for being a weakling. Looking for a way out of the bullies' path, Leonard traded his sight with a group of Fairies, and now his magical fairy dust will beat any potential oppressors into submission.

NAME: ARIOCH
PACT SACRIFICE: Womb
OCCUPATION: Professional worrier
HER STORY: After losing her children, Arioch became disillusioned. She traded her womb with a Salamander lizard after becoming angry with everyone and – get this – everything. Arioch has joined forces with Caim to quash the evil Empire, who took her children from her.



"THEY SHARE EACH OTHER'S LIFE FORCE UNTIL ONE OF THEM IS KILLED"





TERROR OVER TOKYO

Although the action of *Drakengard* is primarily set over scenic landscapes like vast mountain ranges and scorching desert plains, later in the game you may be lucky enough to unlock Tokyo. And this isn't a prehistoric version of the city. Oh no, this is the frikkin' present day metropolis, scattered with huge buildings. Unfortunately, for Caim and his scaly friend, the sky is guarded by fighter jets that want to mash your ass up with a few heat-seeking missiles.

► he hacks and slashes his way through the hordes of enemy soldiers converging on the castle, but becomes mortally wounded en-route. When our damaged hero stumbles back to the castle's courtyard he comes across a dragon that has similarly been imprisoned. Both are on the cusp of death and the only way they can survive is by making a pact, whereby they share each other's life force until one of them is killed. Reluctantly they both agree, but with the deal comes a price; Caim loses all vocal abilities, rendering him mute. So, off they go to begin their quest to rid the world of the evil Empire. Mmm, you can almost taste that big serving of cliché cake. Well apart from the Jak-style moody silence of course.

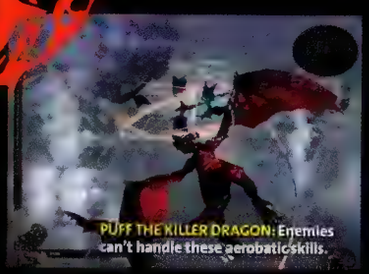
Primarily *Drakengard* is an RPG – but not as we know it. The reason most UK gamers don't go for RPGs is because of the 'turn-based' fighting system. The majority of people who shun the excellent *Final Fantasy* series do so simply because they don't want to flog an enemy with a level one twig, only to be completely statuesque while the other guy pulverises them with a level 50 lightning strike. Well, RPG newbies can rejoice, because the Project: Dragonsphere team (the select band of blokes responsible for developing the game with Square Enix) have intertwined all the depth of an RPG with a hands-on, kick-ass, action-based battle engine. So, if things are getting a little too difficult with the hundreds of soldiers that want to carve your ass up, then you can either up-sticks and compose yourself, or summon your dragon buddy and flambé the deck. It's certainly refreshing to be able to switch battle modes at will and provides more game diversity. And you won't find any of those complex menus and task bars in *Drakengard* either. Hammer the □ button and enemies fall to the floor with a swipe of your weapon. Hitting △ will have Caim cast an attack spell. And if you've been ambushed and everything's going pear-shaped, pressing ○ will summon that big red friendly dragon to char-grill any wrong-doers.

Sure, certain ideas have been pilfered from other games – we were reminded of Koei's *Dynasty*

MY SWEET SWORD

Throughout *Drakengard* you'll come across more weapons than you can shake an enchanted stick at. There are 65 (yes 65!) weapons that can be acquired during the game and each can be levelled-up to four times their original power. It'll take an episode of complete craxed bloodlust from you to power them all up to the maximum but in the end it'll be worth it.

GRILL BILL: The visuals during the flame attacks are amazing.



PUFF THE KILLER DRAGON: Enemies can't handle these aerobatic skills.

EXTRAS! EXTRAS! EXTRAS!

Battle tactics

- During a combo sequence, if you hit the Ⓐ button as the sword glows, all enemies in range will be sent sprawling.
- If you come across a group of enemies that have a 'leader' amongst them, you can take that person out and then the rest of the goons will become disorientated.

YOU GIVE ME SHIBA

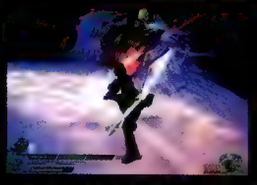
The mastermind behind *Drakengard* is a cheery Japanese bloke called Takamasa Shiba. PSM2 liked his laid back (mad) style and he was only to happy to answer our sword-sharp questions. Here are some of Shiba's better nuggets:

PSM2: "*Drakengard* can neither be classed as an RPG or as an action title, so what name would you give the genre of it?"
Shiba: "Good question! Maybe you could think of one now and I'll consider it!"

PSM2 "So what plans do you have after *Drakengard*?"
Shiba: "I plan to find a woman and get married!"

PSM2 "We've had an idea for a game. It involves all the PSM2 team going on pub crawls around various cities; in a *Final Fantasy* stylee. Are you interested?"
Shiba: "Could you please leave right now. Preferably without causing a fuss?"

VANITY HAIR: With a total disregard for the giant spider crawling on his head, Shiba pulled his award-winning smile.

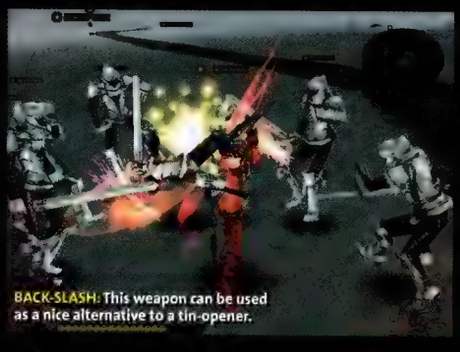


"USE THE FIRE ATTACK AND THE SCREEN BECOMES A BLAZING INFERNO"

Warriors and Capcom's excellent *Chaos Legion* – but they've been skilfully blended to create a sense of *Drakengard* uniqueness. For example the battles that take place on the ground have a distinctly *Kessen*-like feel about them. Soldiers attack in formation to try to corner you, but a few taps of the Ⓞ button will introduce them to your weapons of mass destruction. It's pure ultra violence in full and simple effect. And obviously, the fact that the game has a dragon in it, means that you can't help being reminded of *Panzer Dragoon* during the aerial combat bits. A jack of many trades then.

That said, what it does steal it mostly improves upon. The way the dragon glides and swoops through the air is beautiful with a real feeling of flight and momentum, and when you use the Special Fire attacks the whole screen becomes a blazing inferno, leaving enemies barbecued and yourself with a smile as broad as the game is long.

Graphically – as you would expect for a game being developed in the self same office as the Final Fantasy series – it's looking top quality. All of the landscapes are extremely detailed (a real achievement given the amount of characters and action on the screen at once) but pop-up does rear it's ugly head from time to time and the old fog trick has been used to add atmos and cut-down the draw distance. The FMV cutscenes are of course looking exquisite too – Square Enix claim new benchmarks have been achieved in their detail – and they really set the scene and add to the game's feel.



BACK-SLASH: This weapon can be used as a nice alternative to a tin-opener.

And as bold as this statement may be, *Drakengard* is going to break down the RPG barriers. It's got the looks, it's got the polish (and unbeatable RPG heritage behind it) and it's got a combat system that's squarely aimed at winning over anyone who's ever been to scared to play an RPG. With a few tweaks here and there, *Drakengard* will be all set to convince the masses that action RPGs are nothing to be scared of.

Back in the UK we've been pretty much unable to put the pad down and we're bent on ripping thorugh absolutely every minion on every level before our review next month.

Drakengard is undergoing final UK-centric tweaks and be in shops end of May.

NATHAN'S OPINION...

Tormented by food poisoning and jet-lag, Nathan is dragon his lazy ass...

NAME Nathan Irvine **DATE** 8/4/04
LOCATION Square Enix HQ, Tokyo

"Don't say that PSM2 don't push their physical limits to bring you the latest games. While in Tokyo, suffering from the worst case of food poisoning known to man, I had to ride the waves of nausea to experience *Drakengard*. The fact that the game looked so good was enough to take away the pain. *Drakengard* is simple, but effective. It blends a detailed RPG storyline with the pick-up and play ease of a well-developed action game, meaning that there's plenty of fun to be had straight away. Hopefully the final version will throw a few fresh twists and surprises at us but there's no doubt that it's a cool action RPG title that'll please players too scared for more traditional RPGs."

MY BEST BIT...
- A character call Seere who can summon a gigantic Golem to reign down fists of fury

MY WORST BIT...
- The pop-up needs some work. Some bad guys appeared as close as ten feet away

ORIGINALITY	★★★
HANDLING	★★★
PRESENTATION	★★★★

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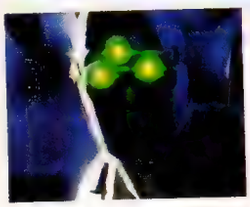

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It looks good, but how does it score? FULL REVIEW next month.

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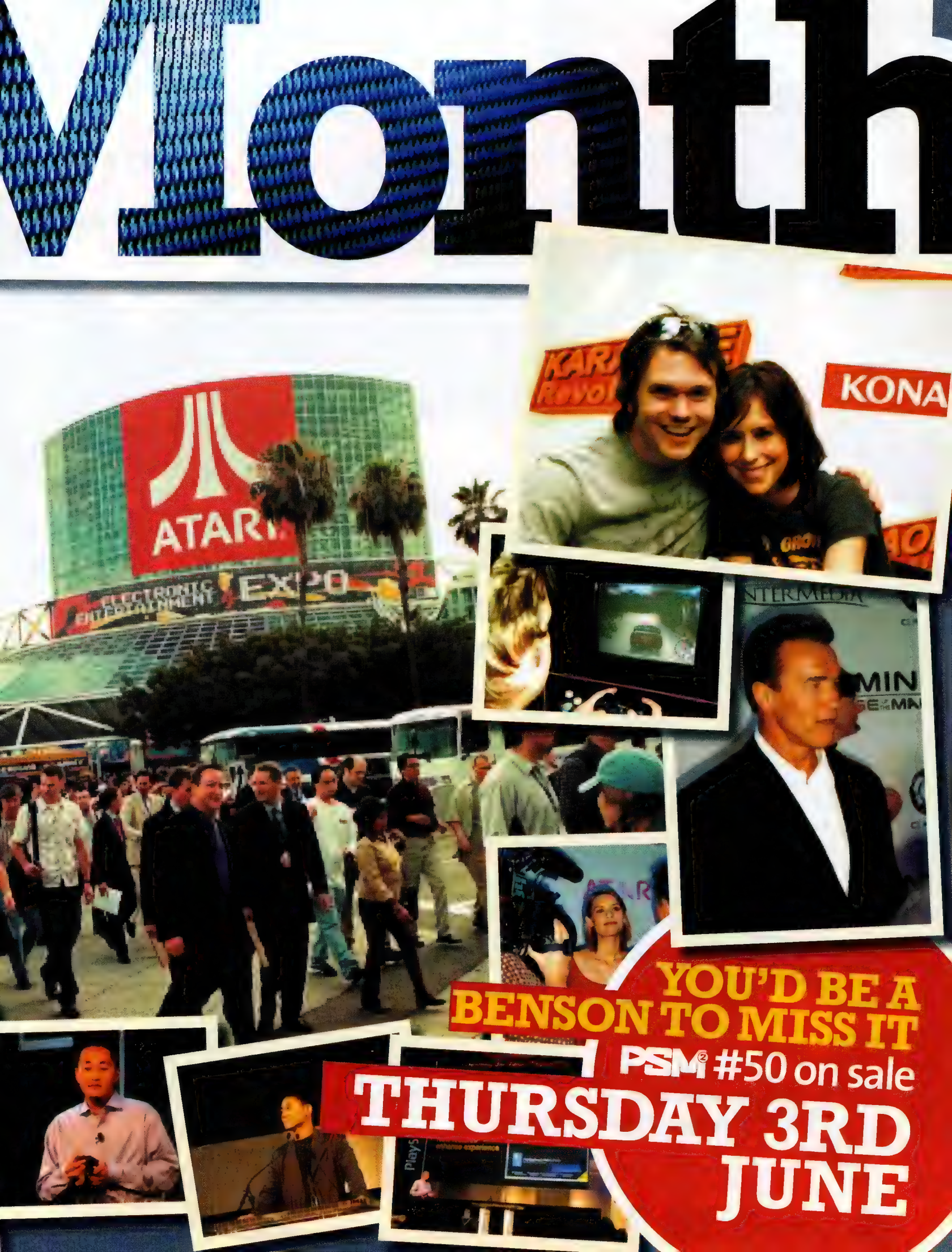
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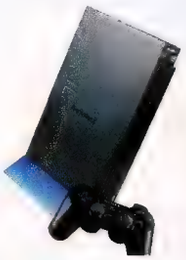

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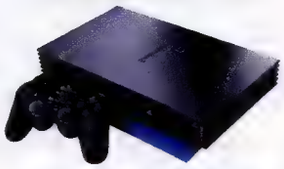

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"Hey, need a hand with those beans? No problem I'll just... aw shiznit, I've spilt them! Not to worry, I'll give you a hand with that egg. I'll just... gah! It's all over my face! It's OK I can mop it up. I'll just open my mouth and... arses! I've put my foot in it! Etc..."

"ANYONE NEED ANY SECRETS REVEALING?"

SCEE's president and COO David Reeves recently forgot who he was and told everyone all about PS3 by mistake. But before his superiors sealed his mouth with lasers and wiped all our memories with mind rubbers he managed to blurt out the following top secret Sony plans!*

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"Wait until you see our first PS3 game. You play a disgruntled farmer as he attempts to mend a broken septic tank. It comes packaged with a radical new USB 'Shit Pipe' peripheral. The device periodically squirts jets of warm faeces at the gamer in order to fully simulate the rigours of working knee-deep in bovine bum cheddar."

EYETOY POPULARITY CONTINUES TO DEFY LOGIC!

"Pretty soon every home will have an EyeToy – even the ones without PS2s (they'll use it to choke crows) – and as such developers are getting more and more creative with the revolutionary plaything. Shoe Throwing sees gamers lobbing jackboots at kittens, Camp Camp features Jeremy 'Euronics' Spake and Ian 'Magic Staff' McKellen struggling to put up a tent and Blue Moon presents risque images from 1950's jingle mags that players must mimic against the clock."

FUTURE CONSOLES WILL RUN ON POPCORN!

"Using technology discarded by NASA – it was deemed 'unworkable shite' – our hardware developers have managed to power a prototype PS4 purely on buttered popcorn. Unfortunately, as everyone who's ever shelled out for a gnat-sized 'bucket' of the stuff at Warner Village knows, popcorn is actually the rarest, most expensive commodity on earth."

JACK INTO MY MATRIX!

"You know that film The Matrix? The one with Bill from Bill and Ted. Or was it Ted? Anyway, total rip-off of our PS5 plans, that. Yes, you take a pill (the current prototype version is the size of a wardrobe, but we're working on it) then jab a metal spike into the back of your head. Still, anything's better than The Mark of Kri eh? Wha..." [sound of a samurai sword slicing through a damp melon]

***This didn't happen at all. David Reeves didn't really say that they were working on a USB effluent generator for PS2. But he DID say that there would be two different models of PS3 – one with a hard drive for use as a home entertainment server and one exclusively for use as a games machine. See page 16 for more.**

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X-BOX

Alias*
Blood Omen 2
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
Championship Manager '02
Deus Ex: Invisible War
Everything or Nothing: 007
FIFA 2004
Grand Theft Auto 3
Grand Theft Auto: Vice City
Halo
Indiana Jones: Emp.'s Tomb
Knights of the Old Republic
Legacy of Kain: Defiance
LMA Manager 2004
Need for Speed Undergr'nd
Prince of Persia: S. of Time
Project Gotham Racing 2
Rainbow Six 3
Rayman 3
Rollercoaster Tycoon
Secret W. Over Normandy
Sims: Bustin' Out
Sonic Heroes
Splinter Cell
Splinter Cell 2 Pandora T.
SWAT: Global Strike Team
Tenchu: R. from Darkness
The Sims: Bustin Out
The Thing
True Crime: Streets of LA
Voodoo Vince
Worms 3D

Plus Many More...

GAMECUBE

Die Hard: Vendetta
FIFA 2004
Gladius
Harry Potter & Ch.of Secrets
James Bond: E. or Nothing
Lost Kingdoms II: Rune
Mario Kart: Double Dash
Metal Gear Solid: T. Snakes
Metroid Prime
Need for Speed Undergr'nd
Resident Evil
Resident Evil Zero
Sims: Bustin' Out
Sonic Adventure 2 Battle
Star Wars: Clone Wars
Star Wars: Rebel Strike
Starfox Adventures
Super Smash Bros Melee
Tak and the Power of Juju*
XIII (Thirteen)
Zelda: Majora's Mask
Zelda: Ocarina of Time
Zelda: The Wind Waker

Plus Many More...

PS ONE

Beyblade
Delta Force: Urban Warfare
Dracula The Last Sanctuary
Driver 2
Final Fantasy 8
Harry Potter & Phil.'s Stone
Metal Gear Solid
Silent Hill
Spec Ops: Covert Assault
Tomb Raider 2
Tomb Raider 3
Tomb Raider 5: Chronicles
Yu-Gi-Oh! Forbidden M.

Plus Many More...

PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson's P. Manager
Alias*

E = 0 5

Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armoured Core 2
Armoured Core 3
Army Men RTS
Atlantis 3: New World
ATV Off-Road Fury 2
Auto Modellista

B = 0 2

Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Bionicle
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bounty Hunter, Star Wars
Broken Swor3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 0 3

Castlevania: L.of innocence
Cat in the Hat
Champions of Norrath
Chaos Bleeds
Chaos Legion
Clock Tower 3
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002

D = 0 4

Dakar 2
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Downhill Domination
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Emotion Type-S, Driving
End Game
Enter the Matrix
Escape from Monkey Island
Evergrace
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination
Extreme G3
Eye Toy: Play

F = 0 6

Fatal Frame
Fellowship of the Ring
FIFA 2001
FIFA 2003
FIFA 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Forbidden Siren
Formula 1 2001
Formula 1 2002
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle Metal X
Futurama

G = 0 7

G1 Jockey
Getaway
Ghost Hunter
Ghost Recon
Ghost Recon: Jungle Storm
Gladiator: S. of Vengeance
Gladius
Godai: Elemental Force
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
Green Rogue
Gumball 3000

H = 0 8

Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts*
Hot Wheels: Velocity X
Hulk

I = 0 9

Incredible Hulk
Indiana Jones: Emp.'s Tomb
I-Ninja
Inter. Superstar Soccer 3

J = 1 0

Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jet Li's Rise to Honor
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
Just Bring It

K = 1 1

Kelly Slater's Pro Surfer
Kessen 2
Kill.switch
King of Route 66
Kingdom Hearts
Knockout Kings 2002

L = 1 2

Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Minority Report
Mission Impossible:O.Surma
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Moto GP
Moto GP 3
MTX Mototrax
Mummy Returns
MX Rider
MX Superfly
MX Unleashed

N = 1 4

Naval Ops:Warship Gunner
NBA Jam 2004
NBA Street Volume 2
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL 2004
NFL 2K2
NFL Street
NHL 2003
NHL 2004
Nightfire
No One Lives Forever

O = 1 5

Off Road Wide Open
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
OO7: Ev'thing or Nothing
Op. Genesis, Jurassic Park
Operation Winback

P = 1 6

Pac-Man World 2
Penny Racers
Pitfall Harry
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Premier Manager 2002
Premier Manager 2003
Pride Fighting Champion.
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2

Q = 1 7

Quest for DragonBone Staff

R = 1 8

Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Rise to Honor
Risk: Global Domination
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTS, Army Men
RTX Red Rock
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure

S = 1 9

S'bob S'pants: Bikini Bottom
Scooby Doo: Night of 100 F.
Secret W. Over Normandy
Seek and Destroy
Shadow Hearts
Shadow of Memories
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Sum of All Fears
Summoner
Summoner 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.*

T = 2 0

Tak and the Power of Juju
Tarzan Freeride
TD Overdrive
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Simpsons: Skateboard.
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3*
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Transworld Surf
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1

Urban Freestyle Soccer

V = 2 2

Vampire Night
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3

W = 2 3

Wakeboarding Unleashed
Wangan Midnight
War of the Monsters
War on Terror
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wetrix 2
Whirl Tour
White Out
Wild Arms 3
Winback
Winning Eleven 6
Winter Games: Snowboard.
Winter Sports 2002
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Cup 2002
World Rally Champ.2 Extr.
World Rally Championship 3
World War2:Prisoner of War
Worms 3D
Worms Blast
Wrath of Cortex
Wrath of Heaven
Wrath Unleashed
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4

XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Y = 2 5

Yu-Gi-Oh! Duel Monst. 2
Yu-Gi-Oh! Duel. of Roses

0-9 = 2 7

007 Agent Under Fire
007 Ev'thing or Nothing
13 (XIII)

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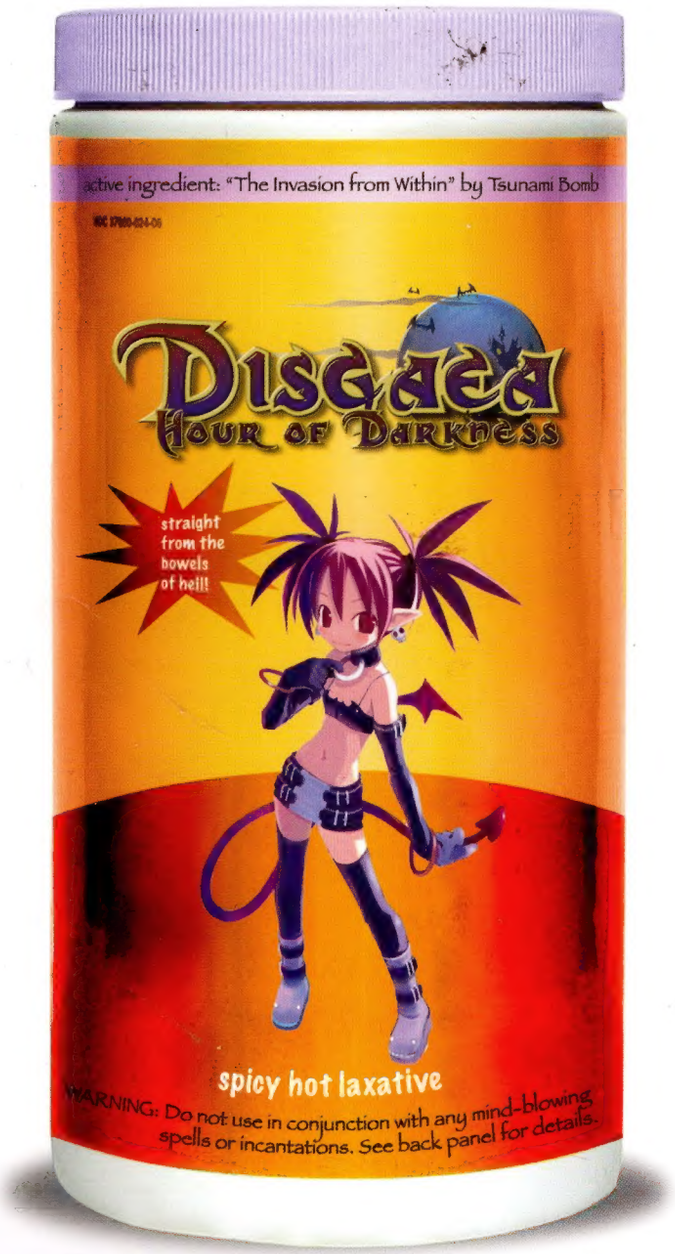
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